THE STAR WARS TIMELINE GOLD

The Old Republic. The Galactic Empire. The New Republic. What might have been. Every legend has its historian.

By Nathan P. Butler – Gold Release Number 9 – 37th SWT Release – 09/12/01

Nathan Butler, Creator/Compiler
Kurt Luther, Research Assistant
Andrew Gordon, Research Assistant

Officially hosted on the Internet at
http://www.starwarz.com/timeline

"As of right now, the
Alliance of Free Planets is
at war again."
--Luke Skywalker

Dedicated to
All of those touched in some way, big or small,
By the terrorist attacks on U.S. soil,
September 11, 2001

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-Fellow *Star Wars* fans-

We open our newest *Star Wars Timeline* release, number 37 to be exact, with a quote from *First Strike*, the 100th issue of the Marvel Comics *Star Wars* series. There's a reason for that. One could almost say that recent events have made it even more fitting that I expected. Just keep reading.

In an unexpected move, albeit one I'm growing to like, Steve Sansweet's recent answer to a *StarWars*.com Jedi Council question about *Gamer* and the Marvel series have left us with some strange, new circumstances. The answer came through Chris Cerasi of LucasBooks, who reaffirmed the existence and prominence of what I've long called "Canon" (1st, 2nd, 3rd, and 4th Level), which he termed "absolute canon." He then explained variations in the Expanded Universe in the same terms we're used to. That it's all one big story, but not all interpretations or "windows" into the universe are as accurate or see the same things as others. This has long been their way of writing off the absurd stories like *Rebel Assault* or the final "Farlander destroys the *Death Star*" segment of *X-wing*. He then goes on to explain that *Gamer* is considered "part of continuity," but leaves room for interpretation, which means, in our terms, that *Gamer* is all Expanded Universe, with some Official materials and some Apocryphal materials, much like we are used to by now with *Star Wars Tales*. That lets them write off questionable materials in *Gamer* (like mini-games that sort of reinvent film battles and the like) as borderline or what we call Apocrypha, without badmouthing the magazine as a whole. He further says the following about the Marvel Comics run:

> "Fans of the old monthly Marvel *Star Wars* comic will be heartened to know that LucasBooks does indeed consider them part of continuity. Decades of retrospect haven't been kind to all the elements of the comic series, but the characters and events still hold weight and are referenced in newer material whenever possible."

What this means for us, right now, is questionable at first glance, but despite my reservations about the idea, I think that with any careful thought, the meaning behind the comment becomes obvious. The Marvel Comics *Star Wars* series has finally been made Official. We've seen plenty of examples of Marvel items being "referenced in newer material whenever possible," such as the way Lumiya has been worked back in and tied to Isard and Carnor Jax somewhat, characters Fenn Shysa and Tobi Dala being mentioned in *Twin Engines of Destruction*, and so on. Until now, we have been told that these are basically just references to similar characters in the "real" *Star Wars* universe, while the actual Marvel stories weren't Official. Basically,

we were led to believe that these were, in effect, alternate timelines, or parallel dimensions. Not anymore.

It would seem that the entire Marvel series is now Official, for better or worse. Personally, I think some of the old stories can be difficult to make fit, but at the same time, I find it refreshing that we will finally be able to look at the Nagai Invasion storyline as more than just the small bits reprinted in *Tai* in *Classic Star Wars: A Long Time Ago*. So, despite my wariness on the subject, I feel it's only responsible to take the time to work the Marvel series into the SWT-G for the first time ever, now that they're really, truly, Official, not just questionable.

To that effect, I have purchased (gotta love Ebay, right?) a full run of the Marvel Comics series from an Indianapolis comic shop, and have begun the slow process of reading through stories that, to be honest, I in many cases had never even seen before, or cared to see before. My hope here is that I can read enough between now and the October release of the SWT-G10 that I can have events and summaries for at least the first half of the Marvel series on the timeline for that release. I have *not* taken the time to add materials to *this* release from the Marvel series just yet. In fact, all I've added is a small note to the Marvel Timeline in the Apocrypha Section about how it will soon be integrated into the main timeline. The reason for this is mainly a few papers I have to get completed within a week or so from when this release is being uploaded. As many of you know, I'm still in college, albeit my last year, so classwork has to take priority over "side projects" like the SWT-G and *Second Strike*. I will, however, do my best to make sure that a substantial amount of Marvel materials find their way into the October release.

I would also expect that by the time the SWT-G10 hits the web, I will have my copy of the TPM DVD, so I can work in some of the so-called *Special Edition*-esque bits about the films restored scenes into the timeline as well.

What better incentives to come back and check the SWT-G out next month?

On a more personal note, I would like to apologize to everyone for things I'm sure no one would even notice. I had planned to have quite a bit more information that I had sitting around here, or perhaps some touch-up work done on this edition of the SWT-G that didn't make it in time for the release. I had been working on papers for class, but still fully intended to work the information into this release. That didn't turn out to be the case.

Right about the time I was going to have time to put those final touches onto the SWT-G, the terrorist attack against the World Trade Center and the Pentagon took place. A short few hours after I first learned of the attack on the news, I learned that the woman I love had a much more personal stake in things than I could have imagined. We are still awaiting word on whether her mother was inside the World Trade Center when the attack took place. In my worry for her mother, and for her, I simply couldn't bring myself to sit down long enough, or focus hard enough, to bother sifting through the new information or the links I had set aside to check back to later.

It's not really apparent that I left anything out. Heck, we have a hell of a lot of new information in this release. I just look at the release and think about what all could've ended up in it, but didn't, and grumble. But I believe it's a situation that everyone can understand, so I appreciate your patience. Just wait until next month's release. It'll make up for everything . . .

Welcome to the *Star Wars Timeline Gold*.

--Nathan Butler
September 12, 2001

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SECTION II

HOW TO USE THIS TIMELINE

2.1
HOW TO READ ENTRIES

Stories are separated by year. Inside each year section, stories are listed in approximate order of occurrence. (If the story is one unit, not divided into chapters or sections, it is listed by when the **beginning** of the story proper occurs. Those that are broken into chapters or sections have the sections in more exact locations.)

All years are relative to *Star Wars: Episode IV*—"A New Hope." Dates marked BSW4 occur before the film, while those marked ASW4 occur after the film. Consider them X number of years "Before *Star Wars IV*" (BSW4) or X number of years "After *Star*

Wars IV." (The year of *Star Wars: Episode IV*—"A New Hope" is listed as "SW4," of course.) Stories occurring during the films, but not actual films or adaptations thereof are listed immediately after the film year in sections marked "Concurrent to SW[episode number]."

Entries are formatted as follows:

YEAR RELATIVE TO SW4

- *Event or summary which may contain spoilers (Exact date if applicable)*
  (source of event information or title of summarized story in bold and italics)

If there is a note attached to the event, it will be included here with the comment "*NOTE:". It will also include asterisks after the "Event of the time period" and source lines.

Title of Overall Story [flashback?] [continued?] (format: Author)

Title of story part, such as a book in a trilogy [flashback?] [continued?] (format: Author)

Story chapter or individual comic issue [flashback?] [continued?] (format: Author)

If there is a note attached to the title, it will be included here with the comment "*NOTE:". It will also include asterisks after the appropriate lines the note references.

On Approximation, Cross-Referencing, Notes, and Births First

For the events of the years, I've tried to be thorough and accurate, but there may be some things incorrect or vague, depending on how specific the source material was. I've tried to cross-reference with other timelines to be sure. When there was an inconsistency with more than one other major timeline that I just couldn't reconcile their way, I've made a note of it to show why I have it as I do. Also, since I tend to like to mark time by people's ages when it is mentioned, I've tried to put all of the births at the beginning of each event section, and then moved on to the more "eventful" events. The few times this is not the case is when births occur during the course of an actual story, not just at a referenced date at about the same time as a story. (You can find an audio clip describing part of my view of history and a more philosophical reasoning behind births first at www.starwarz.com/timeline.)

On Borrowed Items

In the case of much of the materials found herein which reference the old West End Games *Star Wars: The Roleplaying Game*, you will find that the source notation reads something like this:

> (conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion" via *TimeTales*, verbatim)

To more thoroughly explain how to read this, it means that the event preceding it was a referenced event, not a full story, which was found in the *Tales of the Jedi Companion* sourcebook for *Star Wars: The Roleplaying Game*, and that the event entry has been borrowed with permission from Christopher McElroy's *TimeTales Chronology*. The final notation (verbatim, paraphrased, or abridged) refers to how it was borrowed. "Verbatim" means the entire entry has been borrowed as it was originally written. "Paraphrased" means that the original form of the entry has been pared down into a smaller version, somewhat reworded. "Abridged" simply means that the event has been cut into a smaller size, but not substantially reworded.

Chris and I have shared entries on other occasions (which is why you'll find the SWT referenced on his *TimeTales* for various entries, just as you find him referenced here), and has been very kind in allowing me to borrow/cite his more obscure (mostly RPG) entries in the SWT. Given that it is very hard to find many of the old RPG materials locally, this has been a godsend. Thus, I decided that these items deserved

this special notation all their own, to place more significance to their being borrowed and his graciousness.

On Exact Date Dating

Events which are followed by an "Exact Date" notation indicate that the events have been given an exact *Star Wars* universe date, generally in *The Official Star Wars Adventure Journal*. In those cases, I have repeated the exact dating as stated (for instance, 37:8:1:04 for the release of *Cynabar's Droids Datalog* version 4.7.110) and then noted it in Earth-like (English, not American) notation by translating that digital dating system into "Day Month Year" notation, using the month names as given for the Tapani Sector (and not necessarily the galaxy at large) in *Lords of the Expanse*. Thus, the date above (37:8:1:04) would translate, in the *Star Wars* universe, into the fourth hour of the first day of the eighth month of the year that begins about 1.5 years after the Battle of Yavin. With that "translation," I have derived the notation "1 Yelona 2 ABY" for the event. This is the *only* place where you will find dates given in "BBY" or "ABY" instead of "BSW4" or "ASW4" format, because in this specific instance, I am referencing the dating according to the *Star Wars* galaxy's internal dating system, not from our outside perspective, which, since we base dates on SW4, would have put the Battle of Yavin at the start of the year SW4, when by the *Star Wars* universe's internal dating system, it occurred on or around 35:3:3 through 35:3:5 (i.e. the third month of the year ending in 35 instead of the beginning of the year we call "0" or "SW4"). Got all that? If not, don't worry much. This only shows up in a handful of instances, most notably the events referenced from *Galaxywide News Nets*.

On P.E. Dating

Probably the single largest blunder in the *Star Wars* Official Continuity is the major difference between the dates that Timothy Zahn used in *The Thrawn Trilogy* for the Clone Wars, when compared to the dates that have emerged in the *Prequel Trilogy*. Zahn could not have known that the dates he was given at the time (or which were approved at the time) would be so drastically changed later. However, the dates still leave us with major continuity problems in terms of reconciling dates involving Jorus C'Baoth in light of new information.

The dating system that appears in *Dark Force Rising* uses a month\day\year notation, with the years being given in terms of P.E. (Pre-Empire Date). Now, right there, you've got a problem because the materials say that Supreme Chancellor Palpatine (not that general title, but no longer merely a senator) had a hand in the destruction and launch of the Outbound Flight Project during the Old Republic Era . . . but the date is given as the year 64 P.E. This puts all the other dates in the same system somewhat . . . off. In fact, if we date the meaning of "Empire" at 22 BSW4 (*Attack of the Clones*), and we really *do* see the Clone Wars in *Attack of the Clones*, and the Bpfassh Dark Jedi insurrection he mentions really *did* happen during the Clone Wars, then Zahn has the Clone Wars dated about 77 years too early. So, how do we reconcile all of this?

Well, first, we can give what in United States government students know as call "full faith and credit" to Zahn's dates in relation to each other. If he says that the Dark Jedi insurrection happened between 77 P.E. and 74 P.E., then we may not be able to trust the year date, but we can certainly take it on good faith that he really *did* mean there to be three years from start to finish. We therefore assume all of his dates are correct in terms of time between events, so it becomes a matter of finding an adequate conversion from P.E. to regular BSW4/SW4/ASW4 dating.

That is where the Outbound Flight Project comes into play. *Vision of the Future*, written after the big timeline upset from the *Prequel Trilogy*'s dates, notes that the Outbound Flight Project was just over half a century before VOTF. Given that VOTF is set during the year 19 ASW4, and that it was a "higher than Senator" Palpatine who ordered the OFP's destruction, we can estimate the date of the Outbound Flight Project to be 32 BSW4. Palpatine has just become Supreme Chancellor, so he is above a mere senator, and the date puts it 51 years (just over half a century) before VOTF. This also jives with the implication in VOTF that Palpatine came into power and stopped the OFP *after* it was already in progress for a year of preflight planning. This works perfectly, because a year before a 32 BSW4 OFP, Palpatine would not have been in a position to stop it, just to have heard of it.

Now that we now have a semi-reliable date for the Outbound Flight Project, we simply subtract 32 from every one of Zahn's "P.E." dates to discern the BSW4/SW4/ASW4 date. The only sticking point in this is the timing of the Bpfassh conflict, but given the sketchy records left of the Clone Wars by the time of DFR and VOTF, it is somewhat safe to conjecture that the Dark Jedi uprising C'Baoth helped stop was not the same as the one that took place during the Clone Wars that sent a Dark Jedi to Dagobah, but that the two have been confused by scholars seeing similar situations as the same conflict. That is the only really convoluted trick to make it *all* work, but this entire discussion is the basis for how the P.E. dates, given in *Dark Force Rising* (Chapter 4), are integrated into the Official Continuity Timeline below.

On The "Story Chapter/Comic Issue" Line
Titles within the "story chapter/comic issue" line which have author names are comic issue titles. Those without author names are individual chapters from within the above listed novel, and are, of course, by that author and found in that novel.

On Assumed Names
Stories with * after the author name and the story title in quotation marks denotes an entry with an "assumed name." (For example: the final novel in Del Rey's *The New Jedi Order* series is labeled "The New Jedi Order, Hardback V" because the actual story name was unavailable at the time of this compilation.) When no specific name is given, but the story is a part of a larger whole (e.g. "Prelude to Rebellion, Part I"), the "assumed name" is also the *accepted* title within the *Star Wars* community, so I do *not* use the quotation marks/asterisk notation for the assumption. There will be some instances where an asterisk (*) denotes that there is a "NOTE" about the item below the item. In those cases, a note section will follow shortly. If a note section does not appear, assume that the first case (the "assumed name" case) applies.

On Forthcoming Releases
Entries with [forthcoming] after the author name denotes stories which have been announced but not yet released. (Some forthcoming items are not listed at all due to unknown time.)

On Format Notation
In the "format notation" section of the entry, items are categorized as to their source material. Items are labeled as movies, comics, video games, and so on, using the Format Notation Key below. See the Acronym Key also.

On Special Cases
The *Prequel Trilogy*, *Classic Trilogy*, *Thrawn Trilogy*, *Splinter of the Mind's Eye*, *Han Solo at Star's End*, *Tales of the Jedi*, *Dark Empire Cycle*, *Dark Forces Trilogy*, and *Crimson Empire* entries each use a unique alternate method of ordering their title listings. Those entries stray from the normal "list it as the item begins" method in

order to make it clearer as to just what overwrites what in terms of Officiality for these items.

In the cases of the films, the rules of Officiality still hold, making *Special Editions* take precedence over the Original versions, which take precedence over the novelizations, which take precedence over the Radio Dramas. We all know this is the case, based on the Rules of Officiality. The trick, then, is figuring out in what order the different Official adaptations take precedence over each other. As with the films, an adaptation of a *Special Edition* (in the case of ANH) takes precedence over an adaptation of the Original version. Directly below them is the Manga adaptation of the films, as they have been reprinted for American audiences, but were preceded by the Original and *Special Edition* adaptations, which are Dark Horse's first and foremost adaptations of the films.

In the cases of the *Thrawn Trilogy*, *Han Solo at Star's End*, or *Splinter of the Mind's Eye*, the comic adaptations are overwritten by the novels they adapt for that exact reason—they are *adaptations* of the novels, not stories unto themselves.

In the cases of *Tales of the Jedi* (the *Knights of the Old Republic*, *Freedon Nadd Uprising*, and *Dark Lords of the Sith* storylines), *Dark Empire Cycle*, *Dark Forces Trilogy*, and *Crimson Empire*, the lower level consists of audio dramatizations. These are more than mere audiobooks, but in fact are essentially rewritten versions of the stories in the vein of the Radio Dramas. They are, of course, overwritten by the comics and graphic novels themselves.

The entries are formatted as they are so that you can look and see where each level (indented one more time than the previous level) is in terms of what it can overwrite. The ones farther to the left and higher on the list are more dominant. The higher on the ladder the higher the rank if continuity conflicts arise. Easy enough, right?

On Fan Fiction Landmarks

Several of the FanFic timelines in the Fan Fiction Supplement contain notations in parenthesis after the year relative to SW4 just as the years of the Official Timeline do, but they, not being italicized, mean something different. In those cases, the notations are to make time relations between the Official and FanFic timelines when certain items of the Official Continuity are contained in the FanFic timeline. Consider them "landmarks" on the "road" of the FanFic timelines, when necessary.

On RPG Magazine Stories

There has been considerable confusion on the inclusion of several stories in the Official Timeline which found print in various RPG gaming magazines. For the most part, the stories found in *Challenge Magazine*, *GameTrade*, and the like, are items which fit some relatively strange criteria. First, most were written by people involved with the *Star Wars* RPG during either the West End Games or Wizards of the Coast runs. This would mean they are Official, Apocrypha, or Fan Fiction. Second, the items were allowed to be printed without copyright infringement, so they are, by definition, not Fan Fiction. That leaves Official and Apocrypha. That's where things get tricky, though. My own contact assures me that the stories reside in a sort of lower rung of Official, much like the comic book adaptations of the *Thrawn Trilogy* and *Han Solo at Star's End*. The contact would have us believe that since they are not as "low" as being Apocryphal, they just aren't given any real Official weight in relation to other items. This is further complicated by the fact that Michael Potts of *TimeTales* has mentioned that their contacts have said that the stories are more in the realm of Fan Fiction than anything else. So, we are left in a quandary. For the sake of completion, I am going ahead and including them. However, take their

inclusion with a grain of salt. Someone, somewhere, sometime, allowed these to be printed and to carry the WEG and WotC name. If only for that reason, we should at least threat them a tiny bit better than Apocrypha, if only in the most casual way.

On* Star Wars Tales *Stories

It is becoming increasingly clear that the *Star Wars Tales* comic series, now under the direction of Dave Land, is now taking a *very* liberal approach to *Star Wars* stories. Without any specific notations for each story, it is becoming difficult to determine which stories are Official and which are merely Apocryphal. For the sake of completion, I am including all of the stories in the SWT, but I am using my best judgement and information to determine which stories in the newer issues are Official and which are Apocryphal. Sometimes, this will be a difficult call. For example, in *Star Wars Tales* #7, *Single Cell* is quite obviously meant as an Official backstory for *Starfighter*, while *Jedi Chef* and *Force Fiction* are obviously just quick humor stories. *Nerf Herder*, though, could either be a lighthearted Official story or Apocryphal, while *Outbid But Never Outgunned* could be an Official addition to Boba Fett's story, or perhaps just an Apocryphal "what might have been" story in the vein of *Infinities*. I will do my best to ensure that only the purely Apocryphal stories are kicked into Apocrypha Timelines, leaving as much in the Official Timeline, where you can at least read summaries of them, as possible.

2.2

ACRONYM KEY

ADODH: *A Decade of Dark Horse* (ed. Randy Stradley)
AJ#: *The Official Star Wars Adventure Journal* (ed. Peter Schweighofer)*
BFAOD: *Boba Fett: Agent of Doom* (ed. Dave Land)**
BTM: *Behind the Magic* (LucasArts)
CM#: *Challenge Magazine* (Games Design Workshop)*
DHE#: *Dark Horse Extra* (ed. Dave Land)*
DHPA#: *Dark Horse Presents* Annual (ed. Randy Stradley)*
G#: *Star Wars Gamer* (ed. Christopher Perkins)*
GT#: *GameTrade Magazine* (ed. Unknown)*
GWNN: *Galaxywide News Nets* (ed. Peter Schweighofer)
RB#: *Rocket's Blast Comic Collector* (ed. Unknown)
SWGM#: *Star Wars Galaxy Magazine* (ed. Bob Woods)*
SWT#: *Star Wars Tales* (ed. Peet Janes & Dave Land)*
TFJP: *Tales from Jabba's Palace* (ed. Kevin J. Anderson)
TFTE: *Tales from the Empire* (ed. Peter Schweighofer)
TFTMEC: *Tales from the Mos Eisley Cantina* (ed. Kevin J. Anderson)
TFTNR: *Tales from the New Republic* (ed. Peter Schweighofer & Craig Carey)
TOTBH: *Tales of the Bounty Hunters* (ed. Kevin J. Anderson)
WWM#: *White Wolf Magazine* (ed. Unknown)

***NOTE: Individual issue numbers of these publications are indicated in place of the "#" in the above key. (In the case of the *Dark Horse Presents* annuals, the # indicates where I've placed the year of the annual in 2-digit terms.)**
****NOTE: The only reason that *Boba Fett: Agent of Doom* has an acronym listed is to allow for a correct reference for a small editorial cartoon that appeared in the issue after the story proper. The *Agent of Doom* story itself is simply referenced as "comic," as per usual.**

2.3

FORMAT NOTATION KEY

Audio Drama: a rescripted audio version (not just an audiobook) of a previously published story
Book: any book that does not fall under a more specific category, generally a guide
Cartoon: animated television episode

CCG: Customizable card game (e.g. *Star Wars Customizable Card Game*, *Young Jedi*, etc.)
CED: Capacitance Electronic Discs (found only in *Star Wars* Video Release History Section)
Children's Book: Book intended for very young readers, such as *Fuzzy as an Ewok*
Clip: short video segment, not to be confused with a bit of video in an actual film
Comic: single comic book or comic strip cycle (i.e. not a single strip, but the story across strips)
Comic Strip: a single comic strip (i.e. not a storyline across multiple strips)
Commercial: television commercial, not a printed advertisement
Duology: series of two items
E-Book: electronic book, download-only, part of a new electronic medium for professional novels
Essential Guide: a sourcebook from the *Star Wars: Essential Guides* series
Fan Audio: fan-created audio drama, such as *Stormtrooper Bob*
Fan Comic: fan-created comic book, unless comic is part of a fan film timeline
FanFic: written fan fiction story, generally prose form, unless story is part of a fan film timeline
Fan Film: fan-made video production or production-in-progress
Fan Music: fan-made musical production
Movie: feature film, originally released in theaters
Novel: a general novel, usually referred to as an adult-level book
Radio Drama: episodic audio version of a film story, not to be confused with a simple audiobook
RPG: Role Playing Game materials
RPGA: RPGA Role Playing Campaign
Series: series of stories, usually more than three items
Short Story: small story, usually within the body of an anthology
Television Special: 1+ hour program originally shown on television, never in theaters
Trilogy: series of three items
VCD: video compact disc (found only in *Star Wars* Video Release History Section)
VHS: video home system videotape (found only in *Star Wars* Video Release History Section)
Video Game: electronic media game, does not include VHS-based games
Young Adult Novel: teen to adult-level book (e.g. *Young Jedi Knights*)
Youth Novel: teen or "young readers" level book (e.g. *Jedi Apprentice*)

2.4

CHANGES FROM LAST RELEASE

- Added information from the *Rebellion Era Sourcebook*
- Added information from *Unusual Suspects*
- Added information from *How the Other Half Hunts*
- Added information from recent Wizards of the Coast Website Updates
- Added title for *Oblivion's Kiss*
- Added title for *Starfighter: Special Edition*
- Added title and summary for *Signal Interruption*
- Added title and summary for the *Galaxy Phrase Book & Travel Guide*
- Added title and summary for *Clouds of Genarius: Into the Storm Clouds*
- Added title and summary for *Broken Orbits: Doruuma*
- Added title and summary for *Broken Orbits: Uffel*
- Added title and summary for *Broken Orbits: Tilnes*
- Added title and summary for *Rebel Bass*
- Added title and summary for *Bounties to Die For*
- Added title and summary for *Welcome to the Jungle*
- Added summary for *Jedi vs. Sith, Part V*
- Added summary for *Darkness, Part II*
- Added summary for *Jedi Quest: Path to Truth*
- Added summary for *Jedi Quest, Part I*

- Added summary for *Between the Worlds: UnderWorld*
- Added the *Dac* Timeline to Fan Fiction Supplement
- Added the *Imperial March* Timeline to Fan Fiction Supplement
- Added the *Sith Squadron* Timeline to Fan Fiction Supplement
- Added the *For One So Small* Timeline to Fan Fiction Supplement
- Added the *Autopilot* Timeline to Fan Fiction Supplement
- Added the *If I Don't Catch You* Timeline to Fan Fiction Supplement
- Added the *Crash Course* Timeline to Fan Fiction Supplement
- Changed the *Qui-Gon Learns a Lesson* Timeline in Fan Fiction into the Valeda Kor Timeline
- Added *The Last Hope* to the Valeda Kor Timeline in Fan Fiction Supplement
- Added *Whispers of Betrayal* to the Quiller Timeline in Fan Fiction Supplement
- Added the *Battle of Hoth* Timeline to Apocrypha
- Added the *Knights of the Old Republic* Timeline to Apocrypha
- Removed "Web Related Questions" from the FAQ (i.e. removed one FAQ question)
- Changed the *Battleground* Timeline to the *Galactic Battlegrounds* Timeline in Apocrypha
- Moved *Living Force* adventures to 31 BSW4 from 32 – 31 BSW4
- Moved *Tales from Mos Eisley* stories to reflect Dark Horse's new dating of 3 ASW4 instead of SW4
- Added tile for *Rogue Leader: Rogue Squadron II* to the *Rogue Squadron* Timeline in Apocrypha
- Added tile for *Racer II: Racer Revenge* to the *Racer* Timeline in Apocrypha
- Added CED to Format Notation Key
- Revised entire *Star Wars* Video Release History Section based on information from davisdvd.com
- Added statistics for this release to SWT Version History
- Added information, updated information and corrections in general

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SECTION III

THE OFFICIAL STAR WARS SAGA

(From 7,500,000,000+ BSW4 to 1,011+ ASW4)

The Official Continuity Timeline
(The Expanded Universe Timeline Minus Apocrypha)

A BRIEF NOTE ON TIME MEASUREMENT IN THE *STAR WARS* GALAXY

In the Official Continuity *Star Wars* universe:

368 days = 1 year
60 minutes = 1 hour
24 hours = 1 day
5 days = 1 week
7 weeks = 1 month
35 days = 1 month
10 months + 3 festival weeks + 3 holiday days = 1 year

By the Tapani Sector's domestic calendar, which is Galactic Standard with local names, the year flows as follows:

Month 1: Elona
Month 2: Kelona
Holiday 1: Tapani Day
Month 3: Selona
Festival Week 1: Expansion Week
Month 4: Telona
Month 5: Nelona
Holiday 2: Productivity Day
Month 6: Helona
Festival Week 2: Shelova Week
Month 7: Melona
Month 8: Yelona
Holiday 3: Harvest Day
Month 9: Relona
(The Freeworlds Region of the Tapani Sector also recognizes Relona 10 - 15 as Independence Week.)
Month 10: Welona
Festival Week 3: Winter Fete

Also, the week flows as follows:

Day 1: Atunda
Day 2: Katunda
Day 3: Satunda
Day 4: Datunda

Day 5: Natunda

By this we can extrapolate that the year, whether Tapani-named or not, in the *Star Wars* galaxy flows as follows:

2 months, 1 holiday, 1 month, 1 festival week, 2 months, 1 holiday, 1 month, 1 festival week, 2 months,

1 holiday, 2 months, 1 festival week

Please note, however, that by the *Galaxywide News Nets* system of dating, the Winter Fete is listed as the first festival week of the *next* year since, technically, it takes place after the last month of the year. Thus the Winter Fete after 35:10:35 would be 36:F1:1, *not* 35:F3:1. (This is why, on Coruscant, Winter Fete is known as New Year Fete Week.)

Using the above information and *Galaxywide News Nets* as a guide, we also know that the galactic standard for dating is YY:MM:DD. For example, the Imperial Senate is disbanded on 35:3:5, which would be the fifth day of the third month (Selona in the Tapani Sector), of the year "35." We can only assume that the 35 is like saying I was born in "79" instead of "1979." We have no way of knowing what numbers precede the three.

Finally, according to a *Galaxywide News Nets* story published in the *Official Star Wars Adventure Journal* #3 by West End Games, the Senate was dissolved on 35:3:5 and Alderaan was destroyed on approximately 35:3:7, thus making *A New Hope* take place in the middle of a year, by the *Star Wars* calendar. Since dates for almost every *Star Wars* story are dated in relation to the Battle of Yavin, however, I will continue to use the more widely-used dating of items in relation to SW4 instead of Galactic Standard Years, as the *Adventure Journal* story would suggest.

Got all that? Good, then let's charge onward into the Official Continuity.

"A Long Time Ago in a Galaxy Far, Far Away…"

7,500,000,000+ BSW4

- *Creation of the Universe via Big Bang.**

  (conjecture assuming that the *Star Wars* galaxy is meant to be in our Universe among the multiple conglomeration of universes in the Multiverse)*

***NOTE: Various sources, including the *Essential Guide to Alien Species* tell us that this event takes place at 5,000,000,000 BSW4, but since the formation of the Yavin system is listed in the *Star Wars Encyclopedia* an entire 2.5 *billion* years before that date, I am forced to simply use the Yavin date with a "+" for the creation moment, seeing as how it isn't logical for the Yavin system to form and *then* have the Big Bang take place, as LFL would seem to be suggesting in their editorial slip-up.**

7,500,000,000 BSW4

- *Yavin System is formed.*

  (conjecture made by Sansweet in the *Star Wars Encyclopedia*)

3,000,000,000 BSW4

- *The Sharu begin to evolve.*

  (conjecture based on *Lando Calrissian and the Mindharp of Sharu*)

2,000,000,000 BSW4

- *A rogue asteroid's gravitational pull causes the formation of the Oseon asteroid belt.*

  (conjecture based on *Lando Calrissian and the Flamewind of Oseon*)

10,000,000 BSW4

- *Volcanic activity on Esseles finally begins to end.*

  (conjecture based on *Into the Core Worlds*)

3,000,000 BSW4

- *An asteroid collides with Vinsoth, killing all but the smaller species, one of which begins its slow evolution into the Chevin.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 12: Aliens—
  Enemies and Allies")
- *A black hole collapses, agitating a nearby nebula. In the nebula, a star (Morasil) forms. Over the next million years, a second star (Termadus) forms. Over the next millennia, a gas giant forms, attracting its own small system. A rogue planet from another failed system is pulled into the new system. One planet explodes, creating an asteroid belt and causing one of its moons, hit by debris, to become highly volcanic. On another of the planets, reptilian life evolves into sentience. Thus begins the life of the Cularin system.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This assumes that the system's formation took just under 2,000,000 years. It is could begin any time millennia or aeons earlier than *Living Force* and only needs to have ended within "centuries" of the campaign.**

2,006,200 BSW4

- *The Columi evolve into sentients on Columus.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien
  Races")

2,004,200 BSW4

- *The Columi, based on safer egg-laying practices, take to the trees and begin to evolve accordingly (a prehensile tail, claws, etc.).*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien
  Races")

2,002,200 BSW4

- *The Columi learn to use primitive tools.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien
  Races")

2,002,000 BSW4

- *The Columi learn to mine for minerals and begin building tree-spanning cities.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien
  Races")

2,000,000 BSW4

- *The Columi of the planet Columus become one of the first (if not* the *first) races in the galaxy to develop space travel. They are disappointed by the lower lifeforms they find on other worlds and give up space travel in lieu of advancing their own civilization at home.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien
  Races")
- *An asteroid hits the planet that would be later discovered by Krin Koda, wiping out most of the indigenous Tempestro race, and forcing the survivors to exist by living in the trees.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 8: Scouts" via *TimeTales*, verbatim)

- *Ssiskor, a shaman, is a member of the starfaring species which discovers the planet Kriekaal. Legends maintained by the Krieks say that Ssiskor angered Br'lai, the goddess of the molten oceans, and she made the oceans rise up and swallow the visitors.*

  (conjecture based on *The Official Star Wars Adventure Journal* #14 via *TimeTales*, verbatim)
- *The planet Kashyyyk reaches an evolutionary crux, when all species in the planet must learn to develop deadly skills or attributes or die out. Wookiees begin to evolve during this period. (Another theory posits that perhaps the Wookiees didn't originate on Kashyyyk at all, but were pioneers or refugees from another world at this time.)*

  (conjecture based on the *Essential Guide to Planets and Moons* and *Secrets of Kashyyyk*)
- *On Zonama Sekot, semi-sentient seedlings that will come to be used in the creation of organic vessels begin to be carried into the valley that will come to be used as a great factory for ship construction. For the most part, it seems this transport into the valley is by waterway, though one would expect other natural phenomena might help them along..*

  (conjecture based on the *Rogue Planet*)
- *The Sullustans begin to evolve.*

  (conjecture based on the *Essential Guide to Planets and Moons*)
- *Three rivers converging in a valley finally produce Beggar's Canyon on the planet Tatooine.*

  (conjecture based on *Star Wars Encyclopedia*)

1,000,000 BSW4

- *Corellian System created.*

  (conjecture based on *The Corellian Trilogy: Assault at Selonia* and *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier")
- *The Hutts evolve on Varl.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien Races")
- *The Bith civilization begins a terrible civil war.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien Races")
- *The Killiks evolve on Alderaan.*

  (conjecture based on *The Illustrated Star Wars Universe: Alderaan Entry*)
- *An aquatic species thrives on Jerrilek, though the species will become extinct within the next million years.*

  (conjecture based on *Loyalties*)

999,989 BSW4

- *According to Dr. Corellia Antilles, this is the approximate point at which xenoarchaeologists and xenoanthropologists estimate the majority of the known galaxy begins keeping detailed historical records, though items from this time period tend to prove indecipherable to New Republic era historians.*

  (conjecture based on *From the Files of Corellia Antilles*)

999,975 BSW4

- *Sernpidal takes Dobido as its moon.**

(conjecture based on *Vector Prime*)*

***NOTE: Han says that the moon has been with the planet for a million years. This could just be an expression.**

750,000 BSW4

- *A sentient species begins to evolve on the planet Goroth.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, paraphrased)

500,000 BSW4

- *The Devaronian species develops star-faring technology.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien Races")
- *On Gree, the Gree species fully evolves.**
  (conjecture based on *The Gree Enclave*)*

***NOTE: This interprets "hundreds of thousands of years" as a round 500,000.**

499,989 BSW4

- *According to Dr. Corellia Antilles, this is the approximate point at which xenoarchaeologists and xenoanthropologists estimate the majority of historical records for the galaxy begin being written in forms that will be decipherable in the era of the New Republic.*
  (conjecture based on *From the Files of Corellia Antilles*)

200,000 BSW4

- *After a climactic battle, the Taungs take over the planet Coruscant. In the battle, a volcano wipes out the major Zhell city and ash covers the sky.**
  (conjecture based on *Shadows of the Empire* soundtrack via *TimeTales*)*

***NOTE: I can't imagine what must've went through his head to make him check a soundtrack for timeline events, but all of us who follow the history of Coruscant are the better for it. Good catch, Chris!**

199,998 BSW4

- *The sky over Coruscant is finally free of ash.**
  (conjecture based on *Shadows of the Empire* soundtrack via *TimeTales*)*

***NOTE: This entry is based on conjecture stemming from the 200,000 BSW4 event I attribute to Christopher McElroy's *TimeTales*. Attribute this to him also, as it is only a logical extension of his information.**

100,000 BSW4

- *The Sith species, which will eventually be ruled by the Dark Jedi known as the Dark Lords of the Sith, begins to develop.*
  (conjecture based on *Star Wars Encyclopedia*)
- *On Coruscant, Galactic City (later Republic City and then Imperial City) is built. The land it is built on is said to be an ancient battlefield where the Taungs and Battalions of Zhell once fought.*
  (conjecture based on *The Essential Guide to Planets and Moons*)
- *The civilization on Goroth develops to a feudal level.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, paraphrased)

95,000 BSW4

- *The last time the lower fifty levels of Coruscant see the sun.*
  (conjecture based on *Star Wars Encyclopedia*)

50,000 BSW4

- *The Yevethan species achieves sentience.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier")
- *On Gree, the Gree species hits its peak, with technology beyond what will come during the Imperial era, including their regular use of hyperspace through hypergates.**
  (conjecture based on *The Gree Enclave*)*

***NOTE: This interprets "millennia" as a round 50,000 years. I would normally round this to 5,000 instead, but this period is also referred to as taking place "well before the formation of the Old Republic."**

40,000 BSW4

- *At about this time, a humanoid species thrives on the continent of Reyfej on Garos IV. Sometime relatively soon, they will be wiped out by cataclysmic earthquakes.*
  (conjecture based on Charlene Newcomb's website)

30,000 BSW4

- *On Alderaan, the impact of a large meteor creates a giant lake on the planet, where the future capitol will sit.*
  (conjecture based on *The Illustrated Star Wars Universe: Alderaan Entry*)

29,000 BSW4

- *The Kashi Mer Dynasty reaches its height.*
  (conjecture based on *Relic* via *TimeTales*, abridged)

27,500 BSW4

- *Humans colonize Alderaan.*
  (conjecture based on *The Essential Guide to Alien Species*)

27,000 BSW4

- *The first energy weapons, beam tubes, are created.*
  (conjecture based on the *Essential Guide to Weapons and Technology*)

26,000 BSW4

- *The* Kuat Explorer *brings the first settlers to Alsakan.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate
  Sector Sourcebook")
- *The Nikto Cult of M'dweshuu is formed. They will come to take over the world and rule it for 30 years.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 12: Aliens—
  Enemies and Allies" and *The Essential Guide to Alien Species*)
- *The Library of Xer is built on Criton's Point.**
  (conjecture based on *Smuggler's Log* supplement in *The Official Star Wars Adventure
  Journal* #5)*

***NOTE: The entry says it is rumored to have been constructed in pre-Republic times. I chose 1,000 years before the general time the Old Republic was founded, but it could be anywhere before the Republic's founding . . . or the rumor could be wrong and it could be any time after the founding, but before "contemporary" times. Take this location with a grain of salt.**

- *The Hutts take control of the planet Kintan.*
  (conjecture based on *The Essential Guide to Alien Species*)

- *Morodins come to Varonat and use it as a colony world.**
  (conjecture based on *First Contact*)*

***NOTE: This assumes that the Old Republic was formed at the beginning of the 25,000 – 15,000 time frame I have given it. If this is not the case, simply consider this to have taken place, as the supplementary *First Contact* information states, 1,000 years before the birth of the Old Republic.**

- *Verpine settlers colonize the Roche asteroid belt.*
  (conjecture based on *Star Wars Encyclopedia*)

27,970 BSW4

- *After 30 years of rule by the cult of M'dweshuu, Kintan is taken over by a group of Hutts led by Churabba the Hutt, who enter the scene and wipe out the cult, becoming saviors to the Nikto populace.*
  (conjecture based on *The Essential Guide to Alien Species*)

25,200 BSW4

- *The Kitel Phard Dynasty arises on the primary planet of the Atrisi System, unifying the entire planet, eliminating opposition and bringing a period of peace and prosperity.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Imperial Sourcebook" via *TimeTales*, verbatim)

25,180 BSW4

- *Queen Rana Mas Trehalt of Duro is born.**
  (conjecture based on the *Essential Guide to Planets and Moons*)*

***NOTE: The extension of her name from "Queen Rana" to her full name is based on information contained in *TimeTales*. I've never personally seen the full name in print, as I recall.**

25,130 BSW4

- *Xim the Despot's Empire comes into being.*
  (conjecture based on the *Essential Guide to Planets and Moons* and *Han Solo and the Lost Legacy*)
- *Unconnected to the Empire beginning under Xim the Despot, the Nikto civilization goes through four sequential civil wars.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 12: Aliens—Enemies and Allies")

25,100 BSW4

- *Xim the Despot's reign ends after 30 standard timeparts when, at the Third Battle of Vontor, Kossak and his fellow Hutts kill him and seize control of his vast criminal organization.*
  (conjecture based on *The Han Solo Adventures: Han Solo and the Lost Legacy*)
- *The Nikto, Klatooinians (Klaatu), and Vodrans enter into permanent servitude to the Hutts via the Vontor Treaty.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *A heretofore unknown alien race, the original inventors of hyperdrive technology, enters the Corellian system and sells the hyperdrive technology to the Corellians.*
  (conjecture based on *The Essential Guide to Alien Species*)

25,032 BSW4

- *The Cthons begin to evolve on Coruscant.*
  (conjecture based on *Shadow Hunter* via *TimeTales*, paraphrased)

25,000 BSW4

- *Hyperdrive "invented" by Corellians who had actually gotten the technology from an unknown alien race*
  (conjecture based on *Tales of the Jedi: The Saga of Nomi Sunrider* and *Tyrant's Test*)
- *The Duros civilization enters its Golden Age.*
  (conjecture based on *The Essential Guide to Planets and Moons*)
- *A Ssi-ruuk vessel crashes on Garos IV, during what appears to be an early foray beyond the Ssi-Ruuk star cluster.*
  (conjecture based on Charlene Newcomb's website)
- *The Duros civilization begins exploring beyond their own solar system. After a while, several groups of Duros will find themselves outside of mainstream Duros society and continue evolving and developing societies on their own. One of these near-Duros offshoots will come to begin their own society on Neimoidia and become known as Neimoidians.**
  (conjecture based on *The Essential Guide to Planets and Moons*, *The University of Sanbra Guide to Intelligent Life: The Duros*, *Shadow Hunter*, and *The Essential Guide to Alien Species*)*

***NOTE: The EGAS seems confused about this issue. In its timeline, it places the event at 15,000 BSW4, but speaks of 25,000 years of separate Neimoidian history in the Neimoidian entry. I'm simply going to use the earlier date.**

25,000 – 15,000 BSW4

- *Expansionist Period and the birth of Basic as the galactic standard language.*
  (conjecture based on *Tales of the Jedi* and use of Basic in earliest *Star Wars* stories)
- *As the Corellians begin exploring their neighboring systems, so do the Herglics.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse")
- *The Old Republic is formed, and with it comes the Galactic Senate, Galactic (or Republic) Constitution, Senate Library, galactic standard time measuring, Republic Spacelane Bureau, and so on.**
  (conjecture based on several sources, including *A Guide to the Star Wars Universe, Second Edition* and the *Episode I Visual Dictionary*)*

***NOTE: Bill Slavicsek (of *A Guide to the Star Wars Universe*) was apparently the first to conjecture this date for the birth of the Old Republic in print. For the record, I believe the 25,000 figure simply derived from Kenobi's "for over a thousand generations" line, and the assumption that a generation is between 20 and 25 years in the SW galaxy.**

- *The Jedi Knights are established on Ossus, from members of a theological/philosophical order who have discovered the Force.*
  (conjecture based on films and stories of Jedi being present during the birth pangs of the Old Republic and *Star Wars: Episode I*—"The Phantom Menace" novelization)
- *The first Jedi Knight learns the moral uses and consequences of his power from a member of the Caamasi species.*
  (conjecture based on legend recounted in *Vision of the Future*)
- *Reda Jalooz, a young student of the Force, steals an heirloom of the Kashi Mer monarchy. Realizing that the relic seems to be a focusing agent for the Dark Side, Jalooz breaks its spell over her and returns to the Kashi monarchy, telling them she has learned a dark secret from the heirloom she stole. She seeks forgiveness. Very soon after the relic is returned to Kashi, the system's star goes supernova. The planet, its ancient culture, and Jalooz herself are destroyed.*
  (conjecture based on *Relic*)

- *In the early days of the Old Republic, the colony ship* Sevari Cabal *is lost in space. It is later assumed that this ship made it to Sevarcos and that its passengers became the ancestors of the Sevari clans that would exist during the time of the Galactic Empire.*
  (conjecture based on *The Free-Trader's Guide to Sevarcos*)
- *The Mining Guild, a quasi-political body is formed in the early days of space exploration, and may even pre-date the formation of the Old Republic. Most historians agree that the guild originated in the Core, but are unsure of its exact origin.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse," *Crimson Empire II*, and *Star Wars: Episode V*—"The Empire Strikes Back" via *TimeTales*, verbatim)
- *During this era, planetery security forces become the predominant military arrangement among the Republic worlds.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *At some point, probably during the Expansionist Era, a human colonization expedition finds itself on the planet Csilla, where it is lost to the outside galaxy. Those who remain will eventually grow and adapt to become the near-human Chiss species.**
  (conjecture based on *The University of Sanbra Guide to Intelligent Life: The Chiss*)*

***NOTE: The article says this is merely theoretical, as of yet.**

24,975 BSW4

- *The Aqualish and the Republic go to war, but the Aqualish are swiftly forced to surrender and become part of the Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien Races")

24,800 BSW4

- *Corellian Engineering Corporation begins to construct the YG series of ships.*
  (conjecture based on *A Legacy of Starships* via *TimeTales*, verbatim)

24,500 BSW4

- *Nar Shaddaa finally becomes totally covered by a multi-story city, like a miniature, scummy, version of Coruscant.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook")
- *A single Jedi, Xendor, falls to the Dark Side. As he begins gathering followers among disenchanted Jedi, the Old Republic's Jedi Order divides into two camps--Dark Jedi and Light Jedi--and wage a Jedi civil war known as the Great Schism that will last around a century . . .*
  (conjecture based on *Tales of the Jedi: The Golden Age of the Sith, Fact Files*, and *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion")
- *During the Great Schism, Arden Lyn, a master of* teras kasi*, who used the Force like a Dark Side agent, confronts Jedi Master Awdrysta Pina. She uses a Kashi Mer talisman to kill Pina, but before dying, Pina uses the* mortichro *technique to arrest Arden Lyn's bodily functions. She will emerge millennia later . . .*
  (conjecture based on *The Emperor's Pawns*)

24,400 BSW4

- *Many of the Dark Jedi who were exiled after the Great Schism discover the Sith species and are accepted by the Sith as gods. They come to rule the species as the "Dark Lords of the Sith," creating the vast Sith Empire far from the Republic.*
  (conjecture based on *Tales of the Jedi: The Golden Age of the Sith, Fact Files*, and *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion")

24,000 BSW4

- *The Old Republic colonists begin moving outward from the Core Worlds and into the area that will come to be called the Colonies.*
  (conjecture based on *The Essential Guide to Planets and Moons*)
- *An early precursor to the HoloNet, a network of hypertranceivers, is created, allowing for Internet-like contact between worlds.*
  (conjecture based on *Star Wars: The Roleplaying Game*)
- *Hosk Station is built as a military way-station between the Core Worlds and Colonies.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)

20,000 BSW4

- *Alderaan Royal Engineers, Core Galaxy Systems, Corellian Engineering Corporation, and Rendili StarDrive, the galaxy's first starship manufacturing companies, are formed.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *The Etti race rises in rejection to the policies of the Old Republic and leaves the Core Worlds behind in an attempt to remove themselves from the Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Sourcebook")

19,997 BSW4

- *The planet Neona experiences a period of immense global warming, during which its polar ice caps melt, flooding the entire planet except for two ice-covered continents at the poles.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse")

19,989 BSW4

- *The oldest of the Kooroo shrines are built.*
  (conjecture based on *From the Files of Corellia Antilles*)

18,000 BSW4

- *The Bureau of Ships and Services is created.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Starport Guide")
- *The Quilan Hive of the Qieg species on Lan Barell is formed.*
  (conjecture based on *Lan Barell*)

16,000 BSW4

- *Adas, a Sith warlord/king, conquers his homeworld via the Dark Side of the Force.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion")

15,100 BSW4

- *The Anomid race develops hyperspace travel.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Galaxy Guide 12: Aliens—
Enemies and Allies”)

15,000 BSW4

- *Republic Fleet Systems is formed to counter a growing threat of Sith-backed uprisings.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Golden Age of the Old Republic begins.*
  (conjecture based on canonical sources and references throughout the Official Continuity)
- *The Anomid race begins supporting the Old Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *The Quara and Aquala (two warring races of Aqualish) unite into a single Aqualish force to attack their first off-world visitors.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The Hutts take over Evocar and rename it Nal Hutta.*
  (conjecture based on *The Essential Guide to Alien Species*)

14,000 BSW4

- *The Vultans elevate their society from one of feudal basis to one of interplanetary commerce.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *The Sith species develops what will later be dubbed "Holocron" technology.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *The Herglic trading empire settles Lamuir IV. Shortly thereafter, they desert the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

13,720 BSW4

- *The Herglic trading empire crumbles.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: This assumes that the contact between humans in the Tapani Sector and the Herglics noted at 12,720 BSW4 was the first Herglic/Human contact.**

13,000 BSW4

- *Hosk Station is sold into the private sector.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Lan Barell is discovered by Old Republic scouts and is soon settled by Gaminne Group Inc. as a mining operation. The GGI humans slowly form peaceful relations with the local Qieg populace and develop a Human-Qieg government.*
  (conjecture based on *Lan Barell*)

12,989 BSW4

- *The Ailon Nova Guard is created.*
  (conjecture based on *Special Military Unit Intelligence Update*)

12,770 BSW4

- *The Herglics resettle Lamuir IV.**

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: This assumes that the beginning of the Tapani Colonial Era was when the first Tapani and Republic ships entered the vicinity of Lamuir IV and that "a few decades" can be rounded to 50 years.**

12,720 BSW4

- *The Tapani Sector enters into what is later known as the Colonial Era (0 - 1012 by their domestic calendar), during which the first colonists settle the region and begin trading with the Herglics.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

12,500 BSW4

- *Twi'lek society embraces (or comes to accept as commonplace) the slave trade.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Platt's Starport Guide")

12,031 BSW4

- *Around this time (or in the years preceding it), a colony of space-faring worms stumbles across Erkaron, a moon of Genarius in the Cularin system and begins to feed on the metal within the moon. When the metal is exhausted, the creatures move on, leaving tunnels and little evidence of their existence.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

12,000 BSW4

- *Ord Mantell is settled as a military outpost for the Old Republic.*

(conjecture based on *The Essential Guide to Planets and Moons*)

11,708 BSW4

- *The Tapani Sector enters into what is later known as the Twelve Kingdoms Era (1012 - 5372 by their domestic calendar), during which power shifts from Pelagon to individual planets, which become organized into regional kingdoms. It is during this time that the first settlements of the periphery worlds are created as a buffer zone with Herglic space and first contact is established with Mrlssti.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

11,700 - 10,000 BSW4

- *The Sith Holocon that Odan-Urr will later own is created.*

(conjecture based on *Tales of the Jedi: The Sith War*)

- *The Kathol species (also known as the Precursors) develop a device called the Codex, which can detect, quantify, and even manipulate the Force. The activation of this device draws the attention of a highly powerful Dark Jedi, who sees it as a means to increase his personal power. He travels to the Kathol home planet (later named Kathol, after the race) and uses his Force abilities to enslave the Kathol. This action goes not go unnoticed by the Light Jedi Knight Halbert, who calls for a contingent of Jedi Knights to bring down the Dark Jedi's reign. The ensuing conflict between the Jedi Knights and the Dark Jedi and his Kathol followers leads to the activation and overload of one of the Kathol's two launch gate, gigantic, orbiting, biomechanical constructs which act as jumpgates or hypergates to propel Kathol vessels through hyperspace. The overload causes the gate to explode. The explosion actually warps the fabric of hyperspace and the Force (since the Force is inherent in the form of the galaxy), which*

*simultaneously tainting the region with the Dark Side, thanks to the death of the powerful Dark Jedi. The warped space comes to be known as the Kathol Rift. (During the explosion, much of the Charr Ontee servant species is "flipped" into the realm between normal space and hyperspace, known as "Otherspace." They will come to grow there, later being discovered as the "Charon.") The Kathol species, fearing what will happen to their world now that the Rift has been created, takes their life essences and places them inside a Lifewell to survive the coming millennia. In the meantime, a clone/supercomputer creature they have created, which will later be called DarkStryder, will remain on the world creating new organism to repopulate and terraform the ravaged landscape. Halbert, for her part, will go into a trance until the Kathol are released to reclaim their world. The DarkStryder will be stranded on the world, though, as the second launch gate is damaged beyond DarkStryder's capacity to repair. With the Lifewell effectively channeling the life energy of the Kathol into one area, the Force becomes even more warped in the region, creating a highly localized bubble of sorts around the planet Kathol, which allows sentient species on the world to easily learn and use a type of Force power known as Ta-Ree. DarkStryder, of course, is self-aware, and realizes that it can rule the world without the Kathol. It puts the hibernating Halbert into stasis and then, seeing how the Lifewell can interact with the Force, DarkStryder eventually begins taking small portions of life essence and placing them in biological weapon devices, which will come to be called DarkStryder technology. The devices have amazing offensive and defensive powers, but once used, they go "dead," as does the life essence that was originally some poor Kathol being. Thus, DarkStryder begins its long period of creating various servant species on the planet Kathol, longing for a time when it can somehow find a way off of the planet for itself.**

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Endgame")*

***NOTE: Yes, I know that DarkStryder is referred to as being engineered to live for "centuries," yet the Kathol were said to have flourished "millennia ago." This *would* put the timing of this major series of events in question were it not for the specific statement that Halbert has been in stasis for millennia. We must then assume that DarkStryder has simply outlived its original specs, which makes perfect sense, given that the Kathol were to awaken far earlier than they actually will be. I have placed the event during the period of the Great Schism, simply because it seems like the Dark Jedi's actions are so similar to that of the Dark Jedi who found the Sith Empire that it could very well be an intended parallel.**

10,000 BSW4

- *Vall Kumauri attempts to create his own Empire at the periphery of the Old Republic. It doesn't work, but comes very close.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *On Lazerian IV, sea creatures finally evolve into the Akwin race.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Twin Stars of Kira")
- *The people of Thokos colonize Ammuud, though they will later lose contact with the colony and forget that it ever existed.*

  (conjecture based on the *Star Wars Encyclopedia*)
- *The Gran race begins to record its history for posterity (unless, of course, older documents have been lost).*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens-- Enemies and Allies")
- *The Great Library of Ropagi II is built.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Twin Stars of Kira")
- *The HoloNet is built, taking the place of old hypertranceivers.*

  (conjecture based on *Star Wars: The Roleplaying Game*)
- *The Great Library, a vast intellectual establishment is founded by the Ropagu near the city of Ebyl, on the planet Ropagi II. It contains many years' worth of*

Ropagu history, including some parchment scrolls and paper texts. The majority of the staff is comprised of 18 specially - programmed droids, although a few Ropagu are also on call. However, there is little information on galactic history in the Great Library, since the Ropagu have kept out of the political battles of the larger community.

(conjecture based on *Star Wars: The Roleplaying Game*—"Twin Stars of Kira" via *TimeTales*, verbatim)

- *Graaa'shad, a fire – spirit lived deep down in the lowest levels of the Kashyyyk forest. Legends claim that one day the Graaa'shad captured the Wookiee warrior Urothko, and prepared to kill him. Lucky for Urothko, the elder Stalpaac intervened. Stalpaac shot the spirit with a bowcaster quarrel, then the two Wookiees launched an attack on the spirit. Graaa'shad quickly retreated and fled, screaming that one day it would get revenge. In the aftermath of the battle, Urothko pledged his life to Stalpaac, since the older Wookiee had risked his own life to save him. The story of Urothko's rescue quickly spread to other villages, and the tradition of the Wookiee life – debt was created.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, verbatim)

- *The Advozsec of Riflor make contact with the Republic upon developing primitive hyperdrives.**

  (conjecture based on *The University of Sanbra Guide to Intelligent Life: The Advozsec*)*

***NOTE: The article says "over 10,000 years ago," but also gives information for TNJO events, so 10,000 BSW4 seemed to work nicely.**

9,997 BSW4

- *On Pachi, the Fortress Barlos is built.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

9,990 BSW4

- *The first lightsabers are created, one of which will later come into Leia Organa Solo's possession via Vima-Da-Boda, a descendant of Vima and Andur Sunrider.*

(conjecture based on the absence of lightsabers in the Great Schism flashback of *Tales of the Jedi: The Golden Age of the Sith*, the *Star Wars Encyclopedia*, and *Dark Empire*)

9,988 BSW4

- *A coalition of forces rebel against the Old Republic, but are defeated. They are spared by the Old Republic justice system and leave the Old Republic, finally ending up colonizing Adumar, on the near edge of Wild Space.*

  (conjecture based on *Starfighters of Adumar*)

9,500 BSW4

- *Hutt society embraces a new law (which will later be known simply as the "Old Law"), which allows for disputes to be settled via single combat, in a Hutt twist in dueling traditions.*

  (conjecture based on *Rebel Dawn*)

9,000 BSW4

- *Based on an invitation from a Duros delegation, the Tunroth civilization enters the Old Republic.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--

Enemies and Allies")

- *The Fraii Wys species is thought to have become extinct around this time, due to a lack of any records after this point in history.*
  (conjecture based on *Tyrant's Test*)

8,000 BSW4

- *The Old Republic settles a new planet which they name Elrood after a Republic Senator who fought for the funding of the colonization.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *On Merisee, climate and geological changes create a land bridge between two previously separate continents, ending in a period of bloodshed when the first contact between the inhabitants of the two continents--the Teltiors and the Meris--goes terribly wrong.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *A Sullustan shaman creates a cave painting based on a vision he/she had of the eventual rise of Palpatine.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars
  Adventure Journal* #10)
- *Corellian pirates accidentally discover the Goroth system while on the run from a Republic frigate. The pirates begin smuggling technology to the curious natives of Goroth in return for various metals. (They are unaware of the hyperbarides on the planet.) An Ithorian herdship soon discovers the planet as well, however, and alerts the Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, verbatim)
- *The Advozsec of Riflor build Dozu Lam as an evacuation center in case a world catastrophe threatened the world.**
  (conjecture based on *The University of Sanbra Guide to Intelligent Life: The Advozsec*)*

***NOTE: The article says "millennia ago." I chose to say 2,000 years after Riflor made contact with the Republic.**

7,700 BSW4

- *The situation on Merisee worsens as each side attempts to colonize the other side's land, resulting in the escalation of the conflict to a state of full-scale war.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")

7,600 BSW4

- *Helped along by the Republic's Acculturation program, Goroth becomes capable of space travel*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, verbatim)

7,500 BSW4

- *Goroth is inducted into the Galactic Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, verbatim)

7,328 BSW4

- *The Tapani Sector enters into what is later known as the Dynastic Era (5392 - 11,138 by their domestic calendar), during which warrior prince Shey Tapani rises from the Melanthan Kingdom to unite the sector in a series of bloody civil wars. He makes Procopia his new capital, while the twelve kingdoms reorganize as noble houses subordinate to his Tapani Empire. During this era, the Giju Route is stabilized, Tallaan and Neona emerge as trading worlds, Shey Tapani gives Mrlsst a grant to create a university to cater to the whole sector and all species, and Tapani joins the Republic.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

7,308 BSW4

- *Shey Tapani establishes the Tapani calendar, which is later augmented to conform to Galactic Standard, just with local names. By the augmented calendar, as it is changed later, the Tapani year is 5412.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

7,299 BSW4

- *A Corellian named Rabaan brings the first human colony to the Ishanna system, settling the planet that he will name Rabaan, after himself. They prepare to also colonize the fourth planet of the system, but find it already inhabited by the S'krrr (who, ironically, share their species name with the name they gave their planet, must like Rabaan does personally with his new world).*

(conjecture based on *Combat Moon*)

7,032 BSW4

- *The Gungans on Naboo, after a fierce struggle for the land with another race, are driven underwater, where they begin to create their legendary underwater habitats.*

(conjecture based on *Episode I Incredible Locations*)

7,000 BSW4

- *The war on Merisee leads to the creation of advanced medical methods on behalf of both sides of the conflict until, on the brink of mutual annihilation, the groups of Merisee natives make peace.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
Volume Three")

- *On the world of Arkania, the Sith library of Veeshas Tuwan is opened.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

- *A few thousand years before the Battle of Yavin, Trandoshans come to Kashyyyk hoping to establish colonies. They are driven off by the Wookiees, but the Wookiees use the opportunity to commandeer a necessary boost in technology from the Trandoshans' vessels. The Wookiees of Kashyyyk are soon capable of space travel. Shortly thereafter, the Wookiees make contact with the Corellians, who begin to exploit them. Thanks to the Alderaanian Diplomatic Corps, though, the exploitation is stopped and Kashyyyk officially joins the Republic and sends its first delegate to the Galactic Senate. Once in the Senate, the Wookiees negotiated new treaties, including a more fair one with Corellia. They purchase hyperdrive technology from the Duros, establish cultural studies programs in*

universities of Alderaan, trade with the Verpines for manufacturing processes, and generally advance their culture by leaps and bounds.
(conjecture based on *Secrets of Kashyyyk*)

6,997 BSW4

- *The first Republic and Tapani scouts survey Mrlsst , which is lacking in space travel technology.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

6,299 BSW4

- *A caste system develops on Rabaan, placing warrior attributes in high status, based on their interactions with the S'krrr.*
(conjecture based on *Combat Moon*)

6,000 BSW4

- *The Manderon Period of the Old Republic begins.**
(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)*

***NOTE: The GWNN article says that Fitz Roi's slugthrowers, constructed this year, are from the Manderon Period of the Old Republic. That probably means that the Manderon Period was in full swing when they were built, but since this is our only reference point for the era, I give it a beginning here. Assume it means more like the era being in full bloom.**

- *The Queen of Offens is born.*
(conjecture based on the *Star Wars Encyclopedia*)
- *After their own planet begins showing signs that it is in the process of self-destructing, the Miralukan people find a new home on the planet Alpheridies.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion)
- *A pair of slug throwing pistols are made by Andel Tanner on Brentaal, which will eventually find their way to the Roi family in the next few millennia.*
(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)
- *The Sith Empire utilizes mutated bantha-sized beetles, called Silooths, in the Battle of Kalsunor. The beats are difficult to control, and fall out of use after the battle.**
(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")*

***NOTE: For this, I rounded "long before the Golden Age of the Sith" to 1,000 years before that series.**

5,997 BSW4

- *A war between the Light Side of the Force and the Dark Side of the Force begins, which will come to be known as the Hundred-Year Darkness.*
(conjecture based on *Tales of the Jedi: Dark Lords of the Sith*)

5,996 BSW4

- *The first Unification Gala is held in the Tapani Sector.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Tapani Sector Instant Adventures" via *TimeTales*, paraphrased)

5,897 BSW4

- *The Hundred-Year Darkness comes to an end.**

(conjecture based on *Tales of the Jedi: Dark Lords of the Sith*)*

***NOTE: This assumes that the "Hundred-Year Darkness" was actually 100 years long, unlike Earth's "Hundred Years War" which went beyond the 100-year mark.**

5,528 BSW4

- *A new trade route in the Tapani Sector is opened by Sullustan scouts.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

5,500 BSW4

- *The Sikadian Gardens are founded on the planet S'krrr.*
  (conjecture based on *The Swarm* via *TimeTales*, abridged)

5,200 BSW4

- *Marka Ragnos and Simus battle for control of the Sith Empire, resulting in the beheading of Simus by Ragnos. Simus saves himself, in a sense, by using Sith magic to keep his head alive in a jar.*
  (conjecture based on *Tales of the Jedi: The Golden Age of the Sith*)

5,100 BSW4

- *Marka Ragnos is declared Dark Lord of the Sith.*
  (conjecture based on *Tales of the Jedi: The Golden Age of the Sith*)
- *The Poss'Nomin civilization on Illarreen moves from the shores of the world into the better areas inland.**
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #14)*

***NOTE: This interprets "within a few millennia" as 5,000 years.**

5,033 BSW4

- *Zippa will come into possession of a Sith holocron from this era.*
  (conjecture based on *Shadow Hunter*)
- *A lone Jedi has a hyperspace mishap and crashes on Yashuvhu in the Unknown Regions. The Jedi is surprised to find the world inhabited by humans, part of a colony with whom contact was lost an unknown number of years ago. The Jedi is unable to leave the world and thus settles there, soon becoming a parent and creating a Jedi bloodline on the world.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Valara Saar, found on the Wizards of the Coast website)

5,032 BSW4

- *On Naboo, the Ankura and Otolla Gungans unite.*
  (conjecture based on *Episode I: Visual Dictionary*)
- *As a symbol of their new unity, the Gungans build Otoh Gunga in Lake Paonga..*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *The central bubble wort processing plant of Otoh Gunga is constructed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *At about the same time that the Gungans unite, the civilization that forced them underwater dies out, leaving numerous ruins on the surface of Naboo.*
  (conjecture based on *Episode I Incredible Locations*)

5,020 BSW4

- *Odan-Urr is born.*

(conjecture based on the general perception that Odan-Urr was around the same age as the Daragon twins in *Tales of the Jedi: The Golden Age of the Sith*)

- *Gav and Jori Daragon are born on Cinnagar.*
  (conjecture based on the general perception that the Daragon twins were twenty years-old in *Tales of the Jedi: The Golden Age of the Sith*)

5,014 BSW4

- *The daughter of Nazzar's Emperor-King Prrit Qabaq, Ikree, goes into self-imposed exile, known as "boqeri."*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

5,012 BSW4

- *The Nazzri civilization experiences economic and political hardship.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

5,007 BSW4

- *The Caridian Academy is emblazoned with the symbol of the Old Republic Navy.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")

5,003 BSW4

- *Tapani mining companies begin shipping trillions of tons of valuable ore to the Core worlds annually.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: The LOTE Sector Guide says "several thousand years," so I arbitrarily chose to place the event here, 5,000 years before LOTE takes place.**

5,002 BSW4

- *Gav and Jori Daragon decline to go to Coruscant for Jedi training, preferring instead to continue working with their parents as hyperspace navigators.*
  (conjecture based on *Tales of the Jedi: The Golden Age of the Sith*)
- *The civilization on Nazzar changes from a monarchy run by an Emperor-King to a theocratic form of oligarchy, run by the heads of the fourteen sects of the civilization's religion, the Ulizra.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

5,000 BSW4

- *Ood Bnar is born on either Myrkr.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *A former executive of Corellian Engineering Corporation forms Corellia StarDrive.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *At about this time, the Tarong species makes first contact with any other sentient species on Iri and Disim.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--Enemies and Allies")

- *The star Ku'Bakai flares up, causing ecological disaster on Kubindi, and driving most of the world's dominant species into extinction.**
  (conjecture based on *A Free-Trader's Guide to the Planets*)*

***NOTE: This rounds "millennia ago" to 5,000 years.**

- *Duros discover the planet Adner and its native Adnerems.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #11)
- *The Chiss homeworld of Csilla becomes locked in an ice age. As a result, the Chiss slowly develop into a very no-nonsense species and adapt technologically to their surroundings. They are quick to form a global government, soon also adopting the planet-wide language known as Cheunh. They will also soon develop starfaring technology, perhaps building upon knowledge thought lost after the colonization attempt that created the society to begin with. As the government develops, a Cabinet becomes the major governing body, but still answers to the four major ruling houses that predate this modern society—the Csapla (colonial affairs, resources, and agriculture), the Nuruodo (military and foreign affairs), the Inrokini (industry, science, and communication), and the Sabosen (justice, health, and education).**
  (conjecture based on *The University of Sanbra Guide to Intelligent Life: The Chiss*)*

***NOTE: The article says this happened "millennia" and "several thousand years" ago.**

- *The Old Republic discovers the Epidimi system.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Galaxy Guide 12: Aliens—Enemies and Allies")
- *The Jedi face the Stennes Shifters. Realizing that the Shifters are a threat, the Jedi virtually wipe out their entire race of the Stennes species. (Not exactly the Jedi's most honorable moment.)*
  (conjecture based on *Shape-Shifters*)
- *Space battles occur over Tatooine, littering the surface with wreckage which will eventually be buried by the sands.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Odan-Urr, a Jedi historian goes to the Koros system to help Empress Teta unify the last of her worlds, by conquering Kirrek. She succeeds (with the help of Odan-Urr's battle meditation), but during the final battle, Hok and Timar Daragon die. Their children, Gav and Jori Daragon continue their journeys of hyperspace navigation. After a drone ship is destroyed on one of their routes, Ssk Kahorr places a bounty on their heads and they must escape. The family ship, the* Starbreaker 12*, impounded by Aarba the Hutt as recompense for a large amount of money the Daragons own him, is stolen by the two Daragons from Aarba the Hutt's repair shop. They take off into space and jump into hyperspace randomly. Empress Teta, still on Cinnagar, declares that she will arrest Gav and Jori if they return. Also on Cinnagar, Odan-Urr has visions of future darkness. The Daragons emerge from hyperspace over Korriban, where the funeral for the Dark Lord of the Sith Marka Ragnos is commencing. Ragnos' death has begun a power struggle between two of his students, Ludo Kressh and Naga Sadow. Both desire to be the next Dark Lord of the Sith. They duel but their duel is halted with the appearance of Marka Ragnos spirit, who tells them to choose their future actions wisely. The* Starbreaker 12 *is spotted by those attending the funeral and upon landing, Gav and Jori are immediately taken prisoner. Naga Sadow, realizing that the Daragons come from the Republic and may be useful in his dreams to conquer the Republic, saves them from imprisonment and imminent execution at a fortress on Ziost, killing his old rival Simus (who survived a duel with Marka Ragnos as a disembodied head) in the process. Sadow relocates the Daragons to his fortress on Khar Shian and declares himself Dark Lord of the Sith. He recounts*

the Daragons escape to make it look as though it was a Republic affront against the Sith Empire. On these false grounds, Sadow calls for war with the Republic. Across the galaxy on Coruscant, Odan-Urr and Empress Teta inform the Senate of Odan-Urr's premonitions to no avail. Back in the Sith Empire, Ludo Kressh vows to destroy Naga Sadow before he can ruin the Empire. Sadow, in the meantime, has been training Gav Daragon in Sith magic. Finally, as his plans to attack the Republic become closer to fruition, Sadow and Kressh's forces clash in a climactic battle ending in the escape of Kressh, but the destruction of Kressh's forces. With the majority of his opposition destroyed, Kressh allows Jori Daragon to return to the Republic. Unbeknownst to her, Starbreaker 12 *now bears a Sith tracking device that will lead Sadow and the Sith forces directly to the Republic.*

(***Tales of the Jedi: The Golden Age of the Sith***)

- *Jori Daragon returns to Cinnagar only to find herself arrested and* Starbreaker 12 *taken by Ssk Kahorr in recompense for the destruction of his drone ship which was destroyed using one of the Daragon's hyperspace routes. In the course of one day, Jori is arrested, tried, convicted, sentenced, and relocated to a slave labor penal colony on Ronika. Odan-Urr's Jedi Master Ooroo visits and tells him that while the Senate did not heed his warnings of a coming invasion, the Jedi did, and that Empress Teta has been secretly marshalling her forces, in conjunction with the Jedi, to combat the coming menace. In the Sith Empire, Ludo Kressh tries one last time to warn his fellow Sith of the folly of Sadow's plans of invasion, but Sadow orders the destruction of Kressh and his ship--an order which is carried out by the unwitting Gav Daragon. Once a large enough of a fleet has been gathered at Khar Shian, Sadow promotes Gav to command of the Sith fleet, and orders the fleet into hyperspace. The Great Hyperspace War has begun. On Ronika, Jori manages to escape by commandeering an ore ship and makes her way back to Cinnagar. Upon arrival, she warns Empress Teta of the coming Sith invasion, confirming Odan-Urr's premonition of a coming darkness. The Sith invasion fleet finally emerges into Republic space and in its first act of war, destroys the* Starbreaker 12*, now commanded by Ssk Kahorr. The fleet begins attacking major Republic worlds, including Coruscant. The size of the fleet is augmented by Sith illusions created by Sadow. The Sith fleet employs dropships of Massassi warriors and great beasts of war for land campaigns. Empress Teta strikes a deal with the newly conquered Kirrek populace and the Kirrek forces join Teta's forces in launching against the invasion. Once in Cinnagar space, Gav Daragon proceeds to the planet to find his sister, Jori. Once he gets near Aarba's repair shop, however, his Sith guards murder Aarba the Hutt. Arriving on the scene just in time to see Gav standing over Aarba's body, Jori attacks Gav with a lightsaber given to her by Odan-Urr. Realizing that he has been used and turned against those he loved, Gav escapes from Jori and journeys to Sadow's base at Primus Goluud to stop the Sith Lord's plans. With Gav attacking him, Sadow is distracted and the Sith illusions across the Republic begin to fade, allowing forces across the Republic to repel the invasion. On Kirrek, the invasion is stopped as well, but Master Ooroo dies in the assault. Sadow challenges Gav to a direct confrontation at is base, but once Gav arrives, Sadow has escaped. Gav, at the base, informs the fleet led by Empress Teta that has arrived in Sith space that with the majority of Sith forces in the Republic, the Empire itself is virtually defenseless. Sadow attempts to destroy the fleet by using Sith magic to cause Primus Goluud, the star of the system his base is located, to go supernova, destroying his base and Gav along with it. The fleet barely manages to survive. What little is left of the Sith fleet, including Naga Sadow, return to the core of the Sith Empire only to find that Ludo Kressh did* not *die with his ship and has declared himself Dark Lord of the Sith. Kressh now rules the Sith Empire. Kressh banishes Sadow from the Empire. In retaliation, Sadow crashes a ship into Kressh's flagship. The Republic fleet arrives to finish its job destroying the Sith*

Empire and Sadow escapes. Once out of range, he detonates Denarii nova, destroying much of the Republic fleet. The Republic wins by default and continues to "mop up" remaining Sith forces. During the ensuing victory celebration, Odan-Urr searches through damaged Sith ships and discovers a Sith holocron. With it in hand, he decides to establish a Jedi learning center. Jori takes over Aarba's repair shop and becomes a legitimate businesswoman. Naga Sadow and his remaining Massassi forces arrive at Yavin IV to regroup and establish a new base. He orders the building of great temples, in the hopes that one day, the Sith Empire will rise again.

(***Tales of the Jedi: The Fall of the Sith Empire***)

- *Discovering a larval space slug on the hull if the ship he took to Yavin IV, Naga Sadow begins using Sith alchemy to transform the creature into a Sith wyrm.*

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *Several hundred Jedi Masters converge on Arkania and destroy the Sith library of Veeshas Tuwan.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

- *In the wake of the Great Hyperspace War, the Sith species begins to slowly die out.* (conjecture based on *Star Wars: The Roleplaying Game*--"The Dark Side Sourcebook")

Tales of the Jedi--The Golden Age of the Sith (comic series: Kevin J. Anderson)

Conquest and Unification (comic: Kevin J. Anderson)
Into the Unknown (comic: Kevin J. Anderson)
Funeral for a Dark Lord (comic: Kevin J. Anderson)
The Fabric of an Empire (comic: Kevin J. Anderson)
Pawns of a Sith Lord (comic: Kevin J. Anderson)
The Flight of *Starbreaker 12* (comic: Kevin J. Anderson)

Tales of the Jedi--The Fall of the Sith Empire (comic series: Kevin J. Anderson)

Desperate Measures (comic: Kevin J. Anderson)
Forces in Collision (comic: Kevin J. Anderson)
First Encounter (comic: Kevin J. Anderson)
The Dogs of War (comic: Kevin J. Anderson)
End of an Empire (comic: Kevin J. Anderson)

4,998 BSW4

- *Naga Sadow goes into suspended animation.*

(conjecture based on *The Essential Chronology*)

- *On Antar 4, the indigenous Gotal race begins using several species of animals on the planet for transportation.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,996 BSW4

- *Willm Lywin begins escorting a Jedi Praxeum based on a starship.*

(conjecture based on *The Most Dangerous Foe*)

- *The Jedi Shadows, a secretive band of Jedi Knights who devoted much of their time to gathering information on the users of the Dark Side of the Force, including the Sith, are formed. They are often charged with infiltrating Sith territory in order to gather information.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion" via *TimeTales*, verbatim)

4,995 BSW4

- *The Klatooinian Trade Guild is formed.**
  (conjecture based on *Smuggler's Log* supplement in *The Official Star Wars Adventure Journal* #11)*

***NOTE: This assumes that the *Smuggler's Log* entries are set about a year after ROTJ, which is derived from Platt's mention of the Pentastar Alignment in *The Official Star Wars Adventure Journal* #5's *Smuggler's Log*.**

4,700 BSW4

- *Another Sith Holocron is found by the Jedi*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,600 BSW4

- *Odan-Urr begins his 600-year terms as presiding Jedi over Jedi assemblies.*
  (conjecture based on *Star Wars Encyclopedia*)

4,596 BSW4

- *Willm Lywin arrives on Teya IV and begins training and overseeing at the Jedi Praxeum there.*
  (conjecture based on *The Most Dangerous Foe*)

4,500 BSW4

- *A fierce series of wars occur on the world Calamari, between the surface-dwelling Mon Calamari and the underwater Quarren. The primitive Quarren were jealous of the more advanced Calamari, and were driven by a fanatic pride. The Quarren, despite the overwhelming odds, fight until only just over a million of them are left – all Calamari prisoners. In the most daring social experiment of their history, the Calamari attempt to civilize the Quarren and bring the two races to an equal level. They ruthlessly separate the Quarren young and teach them relentlessly for a decade, then return them to their elders. The Quarren were forced to defeat and kill their recalcitrant elders, then restart their civilization and tie them with the Calamari in an uneasy peace that continues into the Imperial era.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Death in the Undercity" via *TimeTales*, verbatim)

4,470 BSW4

- *Freedon Nadd, a Jedi apprentice of unequalled enthusiasm and dedication, approaches what he believes to be the end of his apprenticeship and promotion to Jedi Knight. But when the time comes, the Jedi Masters refuse to grant him the title. Stunned at this contradictory action, he seeks the advice of Master Matta Tremayne, who tells him "some things you must find in yourself." She won't tell him what's keeping him from Knighthood. Enraged, he murders Tremayne, steals a ship, and flies toward the worlds of the former Sith Empire.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion" via *TimeTales*, verbatim)

4,400 BSW4

- *Chamma begins his tenure as a Jedi Knight, but his first mission goes terribly wrong and he enters seclusion.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

- *Freedon Nadd, a Dark Jedi bearing Sith magic, goes to Yavin IV, where he battles the Massassi and forces them to remember their heritage of service under Naga Sadow. The Massassi then lead Nadd to Sadow's resting place, where Sadow's spirit awakens and teaches Nadd the ways of the Dark Lords of the Sith. After learning an amazing amount of Sith magic, Nadd goes to Onderon, where he comes to rule through his Sith powers.*

(conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon,*
Tales of the Jedi: The Freedon Nadd Uprising, and *The Essential Chronology*)

4,398 BSW4

- *Freedon Nadd dies on Onderon.*

(conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*
and *Tales of the Jedi: The Freedon Nadd Uprising*)

4,350 BSW4

- *The Beast Wars of Onderon begin, as exiled criminals confront the capital of Iziz, a place teeming with the Dark Side of the Force.*

(conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*
and *Tales of the Jedi: The Freedon Nadd Uprising*)

4,300 BSW4

- *Chamma is brought out of seclusion by Noab Hulis, a Miralukan Jedi Knight.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,200 BSW4

- *Miners come to Tatooine, establishing Anchorhead. The mining operations only last a few years, with very few people remaining on the world. Within a few hundred years, humans are once again absent from the world. During the short time that humans are here this time, though, Jedi Sidrona and Dace Diath will emerge on the scene.*

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

4,197 BSW4

- *The Vultar Cataclysm place.*

(conjecture based on *Tales of the Jedi: Dark Lords of the Sith*)

- *The Gank Massacres take place.*

(conjecture based on *Tales of the Jedi: Dark Lords of the Sith*)

4,150 BSW4

- *Lorell Raiders settle the Hapes Cluster.*

(conjecture based on *Star Wars Encyclopedia*)

4,068 BSW4

- *Queen Amanoa of Onderon is born.*

(conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*)

4,059 BSW4

- *Jev Sunrider serves as the Jedi Knight for the Darada system.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,050 BSW4

- *In what comes to be known as the Hyabb-Twith Campaigns, a group of Jedi face off against Nelori Marauders at the Hyabb-Twith Corridor. Arca Jeth plays a pivotal role.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *The first Hapan Queen Mother makes the planet Hapes the capital world of the Hapes Cluster after Jedi Knights help liberate the females from the male overlords of the culture.*
  (conjecture based on *The Courtship of Princess Leia* and *Star Wars: The Roleplaying Game*--"Cracken's Threat Dossier")

4,048 BSW4

- *Drokko Kira (father of Modon Kira and grandfather of Oron Kira) is cast out of Iziz on Onderon and joins the Beast Lords.*
  (*Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*)

4,040 BSW4

- *Novar is born on Onderon.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,032 BSW4

- *After scouting the planet Naboo, a scout named Kwilaan leads human refugees, fleeing a revolution on their homeworld and seeking glory and wealth, to Naboo. They establish their first settlement, Theed, but are soon engaged in warfare with the native Gungans. As this conflict ensues, the humans (who will come to be called the Naboo, after the planet) choose a woman to lead them. She takes the title of Queen, but makes it clear that while the name suggests a hereditary bloodline, she wishes the position of leadership in their new society to be one based on democracy and elections. Thus, her actions have set up the notion of an elected queen, which will come to be how the Naboo choose their leaders after her death*
  (conjecture based on *Episode I Incredible Locations* and *Star Wars: The Roleplaying Game*—“Secrets of the Naboo”)

4,028 BSW4

- *Novar gains favor in Ommin's court, then begins studying at Ov Taraba.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Jedi Master Odan-Urr write a commentary on the Jedi Code.**
  (conjecture based on *Understanding the Jedi Code*)*

***NOTE: Mace Windu says this account is from “almost four thousand years ago.” I chose to place it 3,995 years before *Understanding the Jedi Code*.**

4,022 BSW4

- *Netus becomes a member of the Old Republic's rocket-jumper corps.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,021 BSW4

- *Andur Sunrider is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion)
- *Mroon Jassa, a Jedi Master, begins training students in the Truuine system.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,020 BSW4

- *The Brentaal League begins expanding its hyperspace routes into the Expansion Region.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion)

4,018 BSW4

- *Oron Kira is born on Onderon.*
  (conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*)
- *Ulic and Cay Qel-Droma born on Alderaan.*
  (conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*
  and *Tales of the Jedi: Dark Lords of the Sith*)
- *Upon the death of his father, Ommin takes the throne of Onderon and marries Lady Amanoa, daughter of a wealthy noble. Like the kings of Onderon before him, he begins to study the ways of the Sith under the tutelage of Freedon Nadd, learning far more than his father ever taught him.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Tales of the Jedi Companion” via *TimeTales*, verbatim, and *Star Wars: The Roleplaying Game*—“The Dark Side Sourcebook”)
- *Upon discovering Ommin’s Dark Side studies, Amanoa agrees to help him, hoping to someday lead him back to the light, but she ends up being corrupted as well.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“The Dark Side Sourcebook”)

4,017 BSW4

- *Keval Raffaan is born on Chandrilla.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion)
- *Netus leaves the rocket-jumper corps and begins building the political career that will lead him into the Galactic Senate.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,016 BSW4

- *Galia is born on Onderon to Ommin and Amanoa.*
  (conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*)
- *Novar returns from Ov Taraba and becomes assistant to King Ommin's aide.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,013 BSW4

- *Novar becomes Minister of State for Onderon.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi

Companion")

4,012 BSW4

- *Vici Ramunee born on Alderaan.*
  (conjecture based on *The Most Dangerous Foe*)

4,009 BSW4

- *Veni Ramunee born on Alderaan.*
  (conjecture based on *The Most Dangerous Foe*)
- *Priest of the Yavin IV Massassi, Zythmar, enters a period of seclusion.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Jedi Knight Jev Sunrider (Andur's grandfather) leaves to fight evil on Krayiss II where he dies.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,008 BSW4

- *Jev Sunrider's spirit appears to Andur Sunrider and tells Andur to become a Jedi.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Finhead Stonebone arrives in charted territory and begins his criminal activities, working aboard a Vorc system pirate's vessel.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,006 BSW4

- *Finhead Stonebone becomes first mate of a pirate vessel and begins saving money for buying his own ship. That ship, when finally purchased, would be the* Starjacker*.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,005 BSW4

- *Miners create a colony on the planets Sundari and begin trading with the newly-settled Garos IV, a neighboring planet.*
  (conjecture based on *Turning Point*)

4,003 BSW4

- *Novar convinces King Ommin to teach him Sith magic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,002 BSW4

- *Qrrl Toq first leaves his home planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Old Republic explorers make contact with the planet Onderon, where offworld arms traders begin supplying the Beast Lords with the weapons they will need to combat their adversaries.*
  (conjecture based on *Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon*)
- *The Vultan Jedi Oss Wilum leaves Master Arca on Stenness (whom he had been training with after leaving Master Garnoo) after completing his training and goes to Ambria to live with Master Thon.*

(conjecture based on *Tales of the Jedi: The Saga of Nomi Sunrider* and *Tales of the Jedi: Dark Lords of the Sith*)

- *Andur Sunrider begins training to be a Jedi under Jedi Master Chamma on H'ratth.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,001 BSW4

- *King Ommin's health fails and he turns over Novar's training to Amanoa. As Ommin leaves more and more of the ruling duties to Amanoa, she becomes content to merely rule Iziz and let her Dark Side studies falter, leaving Freedon Nadd without a suitable heir to his legacy.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion" and *Star Wars: The Roleplaying Game*--"The Dark Side Sourcebook")
- *Kith Kark discovers a group of Jedi Knights and follows them to Mroon Jassa's training center. He wishes to be a Jedi, but he is deemed to not be ready.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")

4,000 BSW4

- *On H'ratth, Vima Sunrider is born to Andur and Nomi Sunrider.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Ssseeeeseetek is born on Fyodos.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Three")
- *The Tallaan shipyards are built.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives” via *TimeTales*, abridged)
- *Jedi Master Arca Jeth helps citizens of Coruscant during the Great Droid Revolution.*
  (conjecture based on *Tales of the Jedi: Dark Lords of the Sith*)
- *Kith Kark tries again to be trained as a Jedi Knight and is once again rejected, though the rejection allows him to determine what was keeping him from training so he can later succeed.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Dace Diath begins Jedi training under Jedi Master Sidrona Diath, his father.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Kevan Raffaan becomes Jedi Master Ma’tien’s Padawan Learner.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Colonists first come to Muzara from the Brentaal League.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *The Old Corellian language becomes extinct. A variant survives on Socorro, and plenty of people still remember bits of it, but it’s popular usage ends here.**
  (conjecture based on *Old Corellian: A Guide for the Curious Scholar*)*

***NOTE: The *Old Corellian* article says it’s been gone almost 4,000 years. Since we can’t be sure exactly when *Old Corellian*’s run-in with Karl Ancher takes place in relation to the Drake Paulsen stories, I assumed concurrence with SW4 (or just after) and just rounded to exactly (not just under) 4,000 years for how long the language has been gone.**

- *During a Sith ritual, Queen Amanoa of Onderon is visited by the ghost of the ancient Sith Lord Freedon Nadd. He warns her that if the ongoing battle between Iziz and the Beast Riders continues, she will be destroyed. In a panic, Amanoa calls upon the Jedi Knights to help bring the war on her world to an end.**

  (conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion" via *TimeTales*, verbatim)*

***NOTE: As noted, this item has been borrowed from Chris McElroy's *TimeTales*. However, I have placed it at 4,000 BSW4 instead of his dating of 3,998-3,997 BSW4 because of discrepancies in our dating of *Knights of the Old Republic*. I personally have them dated at 4,000 BSW4, which necessitates that this action which has to take place before KOTOR must go here.**

- *On Arcadia, Master Arca Jeth determines that his three students, Ulic Qel-Droma, Cay Qel-Droma, and Tott Doneeta are ready for their first assignments as Jedi Knights. He sends them to Onderon, where the government has asked for Jedi aid against attacks of the newly-armed Beast Lords in the conflict known as the Beast Wars of Onderon. Upon arrival, the Jedi notice that something is odd about the people of Iziz, Onderon's capital. Princess Galia of Onderon is soon kidnapped in a Beast Lord raid and although his fellow Jedi are reluctant to continue, Ulic plans a rescue attempt. On their way, their ship, the* Nebulon Ranger*, is shot down. They must use their Jedi abilities to tame local beasts and ride them to the Beast Lords' base. Once there, they learn that Galia's "kidnapping" was of her own design so that she could marry Oron Kira, a young Beast Lord. The Jedi take this proposal to Queen Amanoa of Onderon and learn that the Dark Side has taken control of Iziz, partially personified in Amanoa. A battle thus begins between the forces of Iziz and the Beasts Lords. During the conflict, Cay Qel-Droma's left arm is severed, though he will be able to replace it with parts from a droid. The Jedi and Beast Lords are nearly defeated by Amanoa's Dark Side powers, but Master Arca arrives and turns the tide, allowing the Beast Lords to win the battle. Arca then exposes Amanoa to the Light Side, causing her death and thus the end of her threat. Galia and Oron Kira are then married and rule a united Onderon.*

  (***Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon***)

- *Andur, Vima, and Nomi Sunrider leave H'ratth on a trip to Stenness. The crystal cargo that Andur brings along attracts the attention of Bogga the Hutt, whose henchmen confront the Sunriders at the Stenness spaceport and kill Andur. Andur's spirit appears to Nomi and tells her to take his lightsaber and defend herself and Vima. She does so, escaping to the planet Ambria to meet Master Thon as Andur had been planning to do. Upon arrival, Nomi meets Oss Willm, who she takes to be Master Thon. He tells her that she is mistaken and introduces her to Thon. Bogga the Hutt has followed Nomi and attacks Thon's home, only to be repelled by Thon and Oss Willm. Within the next short while, Nomi grieves on her own. She then begins training to be a Jedi under Master Thon, but refuses to ever take up a lightsaber again. Her training continues and comes to a head as Bogga's forces once again attack them on Ambria. Thon surrenders to save Nomi and Vima, forcing the reluctant Nomi to take up a lightsaber and save all three of them. She is able to drive off Bogga's henchmen and has reached a new plateau in her Jedi training.*

  (***Tales of the Jedi: The Saga of Nomi Sunrider***)

- *Jedi Master Ortraag sends his student, Shalavaa, to help protect a nerf herding settlement, which he believes is his first assignment as a full Jedi Knight. When a herder goes missing, Shalavaa investigates a nearby ravine, facing natural predators, powerful plants, and more, only to end his journey by discovering Ortraag waiting for him. The entire assignment was not his first mission as a Jedi Knight, but his last test before* becoming *a Jedi Knight. Shalavaa is now ready.*

  (***Jedi Protector***)

- *A Force-sensitive little girl helps a self-exiled Jedi Knight deal with his fall from grace.**

(***Light and Shadow***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Light and Shadow* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *Around this time, the original Neti homeworld, Ryyk, is destroyed by a supernova. The only Neti who survives this destruction is Ord Bnar, a Neti supposedly born off of Ryyk, instead on the planet Myrkr.*

  (conjecture based on *The Essential Guide to Alien Species*)

Tales of the Jedi--Knights of the Old Republic (comic series: Tom Veitch)

Tales of the Jedi--Ulic Qel-Droma and the Beast Wars of Onderon (comic series: Tom Veitch)

Ulic Qel-Droma and the Beast Wars of Onderon, Part I (comic: Tom Veitch)

Ulic Qel-Droma and the Beast Wars of Onderon, Part II (comic: Tom Veitch)

Tales of the Jedi--The Saga of Nomi Sunrider (comic series: Tom Veitch)

The Saga of Nomi Sunrider, Part I (comic: Tom Veitch)

The Saga of Nomi Sunrider, Part II (comic: Tom Veitch)

The Saga of Nomi Sunrider, Part III (comic: Tom Veitch)

Tales of the Jedi Audio Dramatizations (audio drama series: John Whitman)

Tales of the Jedi Audio Dramatization (audio drama: John Whitman)

Jedi Protector (SWGM13 short story: Peter Schweighofer)

Jedi Protector (SWGM13 short story: Peter Schweighofer)

Light and Shadow (cancelled AJ short story: Paul Danner)*

Light and Shadow (cancelled AJ short story: Paul Danner)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

3,999 BSW4

- *On Ulda Frav, Qrrl Toq encounters a group of Jedi Knights. They tell him he has potential to be a Jedi, even though has no idea what Jedi Knights* are*. He goes with them to Ossus for training.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Kith Kark begins Jedi training under Mroon Jassa.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Vici Ramunee begins training as a Jedi under Master Tannis.*

  (conjecture based on *The Most Dangerous Foe*)

3,998 BSW4

- *Dace Diath leaves his Jedi Master (and father), Sidrona Diath, to train with Vodo-Siosk Baas on Ossus.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Old Republic Senator Netus becomes Minister of Defense.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Tales of the Jedi Companion")
- *Vara Nreem, a Jedi Knight who lived at the time of the Freedon Nadd Uprisings and the Great Sith War, believed that there was no distinction between the light and dark sides of the Force. She felt that there was just one Force, with various aspects which all needed to be learned. She once traveled to the planet Krayiss Two to learn more about the Sith magicks which used the dark side of the Force. There, after encountering an ancient Sith – preserved spirit, she realized that the dark side of the Force was extremely powerful, and that it was a separate entity*

from the light side. The spirit showed her the forms of several Jedi Masters it had captured, and she tried to defeat it. She was consumed by the spirit of the Sith, forced to spend eternity wrapped in the pain and torture of their magic.

(conjecture based on *Star Wars: The Roleplaying Game*—"Tales of the Jedi Companion" via *TimeTales*, verbatim)

- *On Onderon, a sudden uprising of Dark Side warriors lays siege to Iziz in the first stages of the Naddist Uprising. Arca, Cay, Ulic, and Tott, the Jedi of Onderon, realize that this may be caused by residual Dark Side energies from Freedon Nadd, a deceased Sith Lord. The Jedi attempt to take Nadd's coffin off of the planet to the Dxun moon, but during the transfer, they are attacked by Naddists led by Warb Null, who effortlessly steals the coffin. Oss Willum, newly arrived from Ambria at Arca's urging, is of little help. Upon speaking to King Ommin of Onderon (who had been absent from the political scene for some time), they realize that Ommin is behind the Naddists. Ommin is under the direction of the spirit of Freedon Nadd. Ommin then kidnaps Arca in a confrontation that leads to Warb Null's death at Ulic's hands. Ulic then calls the Republic for help. On Ossus, Nomi Sunrider has arrived with Master Thon to continue her growth as a Jedi. She begins construction of her own lightsaber under the direction of Master Vodo Siosk-Baas. Among her fellow Jedi in this activity is Shoaneb Culu of Alpheridies. Learning of the Onderon crisis, Nomi and Thon travel to Coruscant to plead the Jedi's case for aid to the Senate. While the Senate debates their options, two cousins on Coruscant, Satal Keto and Aleema become enthralled by Sith artifacts in the Galactic Museum and steal some of them, realizing that they can learn even more on Onderon. The Senate finally agrees to aid the Jedi of Onderon and Nomi is sent to lead a Republic Fleet to stop the Dark Side machinations of the Naddists. As the fleet moves into position around Onderon, Satal and Aleema fly though the forces to land on Onderon. Shortly thereafter they meet Ommin and Nadd and are instructed in the ways of the Dark Side. The combined Jedi and Republic forces commence an attack against the Naddists and their war droids. The Jedi and Republic forces win the battle outside and proceed into the lair of Ommin just as Satal Keto and Aleema make their escape. The Jedi kill Ommin and free Arca. Freedon Nadd's spirit, however, tells them that all that has transpired was of his design and that the Jedi have not won but are about to lose. The Jedi take the coffin containing the body of Freedon Nadd, and that containing the body of Queen Amanoa and send them to the Dxun, assuming that this will free Onderon of the Dark Side. Unbeknownst to them, however, Satal Keto and Aleema remain at large, growing strong in Sith magic.*

  (***Tales of the Jedi: The Freedon Nadd Uprising***)

Tales of the Jedi--The Freedon Nadd Uprising (comic series: Tom Veitch)

The Freedon Nadd Uprising (comic: Tom Veitch)

Initiates of the Sith (comic: Tom Veitch)

Tales of the Jedi Audio Dramatizations [continued] (audio drama series: John Whitman)

Dark Lords of the Sith (audio drama: John Whitman)

3,997 BSW4

- *Satal Keto and Aleema lead the Krath--a secret society of Darksiders they have founded--in carrying out a political coup d'etat in the Empress Teta system. The two freeze their parents in carbonite. Using this and their Sith magic, the two Dark Side cousins make the coup a success. As the Jedi prepare to retake the Empress Teta system, Ulic Qel-Droma uncovers a Sith artifact and receives a vision of Freedon Nadd, hinting at Ulic's future as a Dark Lord of the Sith. Ulic and Nomi Sunrider lead a force to retake Koros Major in the Empress Teta system but are defeated by the Krath forces and Sith magic of Satal and Aleema. A convocation of 10,000 Jedi is called on Mount Meru of Deneba and is presided*

over by Odan-Urr. They discuss the situation and Ulic proposes infiltrating the Krath to learn its secrets and destroy it from within. The other Jedi advise against this action. Krath war droids arrive and attack the Jedi. The Jedi win the day, but Master Arca dies in the struggle. This event hardens Ulic's resolve and he proceeds with his plan to infiltrate the Krath. He arrives on Cinnagar and stops an assassination attempt on the Ketos life. The attempt was arranged by Satal and Aleema in order to snare Ulic--and it worked. While testing Ulic's loyalties, the Ketos inject him with a Sith poison, but finally release him. Aleema then begins to seduce Ulic, both to her and to the Dark Side. Detached from this struggle by many lightyears, other events unfold concurrently. On Dantooine, Jedi student Exar Kun studies under Master Vodo Siosk-Baas. Kun has been studying Sith teachings against Master Vodo's wishes and appears to be becoming darker every day. After a series of duels between Kun and fellow students Crado and Sylvar, Kun nearly kills Master Vodo. He decides to pursue Sith teachings on his own and follows the Force to the Dxun Moon of Onderon. Once there, he encounters the spirit of Freedon Nadd, who leads him to Korriban, an ancient world ruled at one time by the Dark Lords of the Sith. Once on Korriban, Kun discovers ancient Sith ruins and between the attack of Sith creatures and the machinations of Nadd, he is left near death with only two options--death or the Dark Side. Kun chooses to live, allowing the Dark Side to claim him. Kun and Nadd's spirit then proceed to Yavin IV to the ruins of the temples created a millennium before by Naga Sadow. Using his Sith powers, he overtakes the Massassi and begins to use Sadow's facilities for his own ends. He orders the temples augmented and increased to focus his own Sith powers. Nadd expresses a desire to have a physical body once again, and Kun will not stand for it. He uses his Sith powers to destroy Nadd's spirit, but not before Nadd can use his final moments to alert Satal Keto and Aleema to the new threat to their Sith supremacy--Exar Kun. Back on Cinnagar, following the aforementioned events, Ulic has been greatly influenced by Aleema. Nomi Sunrider, in love with Ulic, stages a rescue attempt to save Ulic from himself. The higher Jedi authorities allow this, but only with the stipulation that the choice between Light and Dark is Ulic's and if he chooses Dark, he must be allowed to follow his choices to their end. The Jedi break into Aleema's quarters and find that their worst fears have been realized. Ulic has turned to the Dark Side and attacks them so that they will leave in safety, but leave him behind. Soon after the Jedi leave in resignation, Exar Kun, newly arrived on Cinnagar from Yavin IV, breaks into Aleema's quarters and attacks Aleema and Ulic. The spirit of a Marka Ragnos intervenes and stops the conflict, telling Kun and Ulic that they are now ready for their destiny. Telling them to work together and branding them with traditional Sith markings on their foreheads, the spirit declares Kun the new Dark Lord of the Sith and Ulic his lieutenant and first apprentice.

(***Tales of the Jedi: Dark Lords of the Sith***)

- *In the early days of his reign as Dark Lord of the Sith, Exar Kun traps several Massassi children in a Golden Globe.*

  (conjecture based on *Junior Jedi Knights: The Golden Globe*)
- *Parents of the trapped Massassi children leave Yavin IV and proceed to Yavin VIII to enlist the aid of the Melodies. When the Melodies are unable to help, the Massassi carve their woes into the side of the Sistra mountain, hoping that someday someone will find a way to free them.*

  (conjecture based on *Junior Jedi Knights: The Golden Globe*)

Tales of the Jedi--Dark Lords of the Sith (comic series: Tom Veitch & Kevin J. Anderson)

Masters and Students of the Force (comic: Tom Veitch & Kevin J. Anderson)
The Quest for the Sith (comic: Tom Veitch & Kevin J. Anderson)
Descent to the Dark Side (comic: Tom Veitch & Kevin J. Anderson)
Death of a Dark Jedi (comic: Tom Veitch & Kevin J. Anderson)

Sith Secrets (comic: Tom Veitch & Kevin J. Anderson)
Jedi Assault (comic: Tom Veitch & Kevin J. Anderson)
Tales of the Jedi Audio Dramatizations [continued] (audio drama: John Whitman)
Tales of the Jedi Audio Dramatization [continued] (audio drama: John Whitman)

3,996 BSW4

- *The Kalduu intercede in a brutal world war waged by the Ropagu nations. The warring finally ends.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Twin Stars of Kira")
- *Ession is settled.*
  (conjecture based on *Wraith Squadron*)
- *Corellian and Aqualish colonies spring up around the Goroth system, and come into open conflict. The Gorothites, under the rule of Rel'kan J'Kek, declare neutrality and sets off a bidding war between the two sides, making demands on both sides in return for use of the planet's resources. Intoxicated by the feeling of power over these two warring sides, J'Kek's demands soon become unreasonable. Furious, the Aqualish "Barralenal" and the Corellians join forces to send giant asteroids slamming into Goroth Prime. The planet becomes a fiery wasteland, almost uninhabitable, and the Gorothites are slaughtered almost to the point of extinction. The Republic and the Jedi, preoccupied with the Sith War, ignores Goroth's plight. In later years, the planet becomes forgotten as the Gorothites struggle to rebuild their civilization.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, verbatim)
- *On Teya IV, Vici Ramunee faces her final test in becoming a Jedi Knight. Her Jedi Master, Mistress Tannis, sends her into the Cave of Truth. As she approaches the cave, her brother, Veni, arrives, having followed her. He has her lightsaber, but, since Tannis told her not to bring it, she won't accept it . . . until they meet the Jedi who will guide her to the Cave. The guide is Willm Lywin, who appears to be a dragon (since he's a Duinuogwuin). She takes the lightsaber and prepares to defend herself and her brother before realizing that Willm is her guide. He takes her to the Cave, which she must enter alone, to seek her challenge. In the next five hours, she faces lessons in impatience (when she misses a door), physical limits (when she is hungry and tired), fear (when facing fierce winds), doubt (in a tight tunnel), greed (when faced with a corusca gem), and anger (when trapped in a room of mirrors facing a supposed enemy that never appears. Through it all, she has realized that her most dangerous foe is herself. (To be continued below . . .)*
  (***The Most Dangerous Foe***)
- *Six months after Exar Kun being dubbed Dark Lord of the Sith (which assumes that* Dark Lords of the Sith *took about six months), the forces of Lord Mandalore attack the Empress Teta system. Ulic Qel-Droma defeats Lord Mandalore in a one-on-one duel on Harkul, ending the invasion and giving command of the Mandalorian warriors to Ulic. On Ossus, Exar Kun manages to convince twenty Jedi to join him as his apprentices. Before leaving the planet, he confronts Odan-Urr, murdering him and stealing his Sith holocron. Ulic leads force of Krath/Mandalorian against he shipyards of Foerost and manages to steal 300 Republic warships. Ulic decides that they should move on Coruscant, but Kun informs him that he will not support the attack. He is busy training the new Jedi recruits, and if Ulic goes forward with his attack on Coruscant and fails, Kun will simply continue on his own. Ulic proceeds with the invasion of Coruscant. During the battle, Ulic leads ground forces and when the tide of battle turns against the Krath, Aleema decides to leave Ulic behind and replace him at her side with Lord*

Mandalore. Mandalore, however, is more loyal to Ulic than Aleema, and arranges with Exar Kun to rescue Ulic from Coruscant. Kun intends to wait until Ulic is put on trial by the Senate and then rescue Ulic while destroying all of the Jedi present in the process. Kun breaks into the trial and places the Senate under his Sith magic. He kills the judge and his former Master, Vodo Siosk-Baas, and escapes with Ulic. Mandalore informs Ulic of the circumstances of his capture, as the students of Exar Kun carry out a murder spree of their own Jedi Masters. In retaliation for her betrayal, Ulic sets Aleema up to die during a battle at Kemplex. She and several Jedi (Shoaneb Culu, Dace Diath, and Qrrl Toq) die in the destruction of the ten stars of the Cron Cluster (via supernova) by Naga Sadow's Sith technology. The supernovas create not only the Cron asteroid field, but also a shockwave that speeds towards Ossus. As the shockwave heads for Ossus and the Jedi try to get off-planet and preserve as much Jedi artifacts as possible, the Dark Jedi attack. During the battle, Ood Bnar transforms himself into a tree to save a trove of Jedi items. Elsewhere, Cay Qel-Droma manages to track Ulic's ship until the two finally face-off on the ground. A furious lightsaber duel ensues. The duels ends as Ulic, with one slice of his lightsaber, slays his own brother. The resulting emotional reaction from Ulic makes him realize that he has taken the wrong path--a realization that has come too late. Nomi comes upon Ulic just as he has killed Cay and, in a fit of anger and grief, summons the Light Side of the Force and uses it to blind Ulic Qel-Droma from the Force forever. Now, essentially blind and deaf to the Force, Ulic decides that the only way to give his life meaning and to make right some of what he has caused, he will be the one to destroy Exar Kun. As he and the Jedi escape Ossus, the shockwave finally strikes the planet, making it a wasteland. On Onderon, the Mandalorians attempt to retake Cinnagar but are repelled by Republic forces. Lord Mandalore is killed in battle, and another of his warriors, while in retreat, takes his armor and takes up the mantel of "Lord Mandalore." The Jedi head, at Ulic's direction, to Yavin IV to take out Exar Kun. To ensure his eternal survival, Kun saps the lifeforce from the local Massassi and uses that lifeforce in conjunction with Sith magic to trap his spirit in the Yavin IV temples. The Sith War is over. (To be continued below . . .)

(***Tales of the Jedi: The Sith War***)

- *Unbeknownst to many, one Massassi warrior, Kalgrath, had been altered by Exar Kun into a large, green, monstrous version of his previous form, and allowed to survive Kun's sapping of all of the Massassi species' lifeforce to save his spirit.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Around this time, the remains of Freedon Nadd, left on the Dxun moon of Onderon by Arca Jeth, begins to taint the entire moon, which over the next four millennia will become an entire Dark Side moon.*

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *When the Cron System is destroyed during the Great Sith War, it is believed that the Dashade, a race of reptilian humanoids native to the planet Urkupp, had become extinct. An ancient Falleen, who had 38 Dashade enforcers in his employment, cryogenically froze them for later use. One of the Dashade was revived each century or so, and put to use. The last known Dashade from this group, was the shadow killer Ket Maliss.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)
- *As a result of the Great Sith War, Jedi Knights discover bloodlines powerful in the Force in the House Pelagia in the Tapani Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

The Adventures of the Vorsoons (AJ/TFTE short stories: Angela Phillips)

The Most Dangerous Foe [flashback] (AJ11 short story: Angela Phillips)

Tales of the Jedi--The Sith War (comic series: Kevin J. Anderson)

Edge of the Whirlwind (comic: Kevin J. Anderson)
The Battle of Coruscant (comic: Kevin J. Anderson)
The Trial of Ulic Qel-Droma (comic: Kevin J. Anderson)
Jedi Holocaust (comic: Kevin J. Anderson)
Brother Against Brother (comic: Kevin J. Anderson)
Dark Lord (comic: Kevin J. Anderson)
Main Story Section

3,995 BSW4

- *Ulic Qel-Droma returns to Yavin IV to survey the devastation the moon suffered at his hands. While he is there, Exar Kun's spirit cries out to him, but Ulic, now blind to the Force, cannot hear him.*
  (***Tales of the Jedi: The Sith War***)
- *Provisional Governor Myrial of Argadza declares Argadza's home sector, Kanz, independent, then proceeds to annex or forcefully take all of the other worlds in the sector into his own rule, including the world of Lorrd. Thus begin the Kanz Disorders.*
  (conjecture based on *The Essential Guide to Alien Species*)

Tales of the Jedi--The Sith War [continued] (comic series: Kevin J. Anderson)

Dark Lord [continued] (comic: Kevin J. Anderson)
Epilogue

3,986 BSW4

- *Ulic Qel-Droma, now blind to the Force and drifting about the galaxy, hires Hoggon, a spacer, to find him a remote planet to life the rest of his life on. Hoggon, ignorant of Ulic's identity, takes him to Yavin IV, where the ghosts of events past haunt Ulic. Yavin IV will certainly not do. On Ryloth, Tott Doneeta has been spending time with his clan. He saves many of them from a heat storm, but refuses treatment for his wounds because he must get to Exis Station. At Exis Station, a Great Convocation of Jedi has been called by Nomi Sunrider. Among the participants are Sylvar, Master Thon, and a young Vima Sunrider. On Rhen Var, Ulic has finally found a place free from the ghosts of the past. Pleased that his passenger has found what he was looking for, Hoggon heads back to Exis Station to witness the Convocation. On the station, Sylvar calls for the hunting down and execution of Ulic. Sylvar has never forgiven Ulic for killing Crado during the Sith War, mainly because she cannot take another mate. On Rhen Var, Ulic is restless. When he almost dies falling into a crevice, he is more than willing to let himself die. The spirit of Master Arca appears before him, though, and tells him that he must life. He manages to save himself, but is unsure what Arca meant. What must he life for? Tott Doneeta and Sylvar take off for Ryloth to help Tott's clan rebuild. Upon arrival, they find a clan war raging. While Tott goes to try to mediate a truce, Sylvar riles up Tott's clan for war. Finally, with the clan ready to go to war against the other clan, Tott returns to tell them that a truce has been mediated. The war is over before it has barely begun. Sylvar, disappointed and angered, leaves the planet. Back on Exis Station, Vima has finally has enough of her mother's lack of attention, so she decides that if Nomi will not teach her to be a Jedi, she will go to Rhen Var (based on comments from Hoggon) and be trained by Ulic. She stows away on Hoggon's ship and convinces him to take her to Rhen Var. Once there, she speaks to Ulic and he refuses to teach her. The thought of her spending a night alone in the harsh frozen plains of Rhen Var, however, helps to change his mind. Perhaps this is what Arca meant that he had to finish before he could pass on. Vima leaves a message for her mother telling her that she is training with Ulic, and Nomi is, of course, distraught. Tott and Sylvar go to*

Sylvar's home planet of Cathar. Her people welcome her as a hero, but she doesn't feel like one. Sylvar is dangerously close to the Dark Side, but cannot defeat her anger. She tries going on a ritual Blood Hunt, but even that does not slake her anger. When a scout informs her of Vima's disappearance, she heads back to Exis Station. Vima's training goes very well. Ulic teaches her what he can, including the building of her own lightsaber, lightsaber combat, etc. Together they carve an ice relief with their lightsabers of Andur Sunrider and Arca Jeth. On Exis Station, Hoggon realizes who his passenger was and wants to tell Nomi where Vima is, but won't be admitted to see her. He can tell Sylvar, however, and Sylvar knows what she "must do." Sylvar heads for Rhen Var with Hoggon as Nomi heads there herself, now that the Convocation is over. Nomi reaches Rhen Var first and realizes that Ulic and Vima have been good for each other. Ulic is less haunted, and Vima is a Jedi. Sylvar arrives soon thereafter and attacks Ulic, enraged. Ulic talks to her and at the final moment of the duel, Sylvar stops herself from fulfilling the Dark Side's will and killing Ulic. As she stops, however, Hoggon steps up and shoots Ulic himself, believing that it will make him famous. All that Vima, Sylvar, and Nomi can do is watch Ulic die, but as he lies dying in Nomi's arms, he vanishes . . . an event which showed that even blinded to the Force, Ulic Qel-Droma was still a Jedi Knight.

(***Tales of the Jedi: Redemption***)

Tales of the Jedi--Redemption (comic series: Kevin J. Anderson)

A Gathering of Jedi (comic: Kevin J. Anderson)
The Search for Peace (comic: Kevin J. Anderson)
Homecoming (comic: Kevin J. Anderson)
The Trials of a Jedi (comic: Kevin J. Anderson)
Master (comic: Kevin J. Anderson)

3,980 BSW4

- *Better navicomputers leave no need for hyperspace beacons any longer.*
  (conjecture based on *Tales of the Jedi* audiobook)
- *The Old Republic Scout Service is created.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 8: Scouts")
- *The Expansion Region is created in the area known as the "Slice."*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate Sector Sourcebook")

3,800 BSW4

- *Tyl the Deplorable, known as a military genius, becomes the first leader to conquer the entire planet of Trunska. Tyl then turns his army into a police force, and suddenly discovers that the funds which were going into the planetary wars waged by the Trunsks are quite substantial. Tyl begins saving them, and eventually develops plans to foster the creation of new technologies.*
  (conjecture based on *The Official Star Wars Adventure Journal* #14 via *TimeTales*, verbatim)

3,600 BSW4

- *The Jedi finally intercede in the Kanz Disorders and free the Lorrdians.*
  (conjecture based on *The Essential Guide to Alien Species*)

3,500 BSW4

- *The planet Echnos is settled by accident, as an Old Republic scout vessel is pulled out of hyperspace due to Tinn VI's magnetic interference.*

(conjecture based on *Enemies for Life* via *TimeTales*, abridged)

3,000 BSW4

- *Freia Kallea explores Brentaal space and creates the Hydian Way.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The Khil join the Old Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 12: Aliens—'Enemies and Allies'" via *TimeTales*, abridged)
- *Corellia StarDrive's senior design staff dies in a shuttle accident, leaving the company in dire circumstances. The company is then bought out by Corellia Engineering Systems, which can be seen as somewhat ironic.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Pho Ph'eah is first contacted by representatives of the Old Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate
  Sector Sourcebook")
- *The Alsakan Conflict occurs.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The Elrood colony on Derilyn is formed, followed by the discovery of the Coynites, Telitors, Orfites, and Meris.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Three")
- *The Corellian commander Leniel Beal leads the colonization of the planet Socorro.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Sands of Socorro" via *TimeTales*, verbatim)
- *Iann Doaba, a Jedi Knight, is one of the original colonists to settle the planet Socorro. He fell in love with Cjaalysce Beal, and actually killed a man who tried to steal her love from him. His conscience, laden with guilt, led him to exile himself from the rest of the colonists. His self – imposed exile, dooming himself to wander around the open desert, later became known as The Long Walk among the Ibhaan'I shamen. When Cjaalysce learned of his exile, she fled into the desert in search of him. She was lost for many weeks, until her desiccated body was found in a rocky outcropping. Beneath her body, searchers found Ianm's robes and his lightsaber. They also found an indelible shadow of his form, and it was generally believed that Iann's grief was so great that it consumed him. The shadow, the past vestige of Iann's spirit, was rumored to have attached itself to a portrait of Cjaalysce, and was witnessed wherever the portrait was shown. Benoni Ulte came into possession of the portrait during the early years of the New Order, and himself claimed to have seen Iann's shadow hovering about it.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Sands of Socorro" via *TimeTales*, verbatim)

2,998 BSW4

- *A militaristic Twi'lek clan takes to the dark region of Ryloth, where they will remain in relative seclusion (socially and literally) for the next 3,000 years.*
  (conjecture based on *Idol Intentions*)

2,996 BSW4

- *The Hapes Cluster begins its famous period of isolation.**
  (conjecture based on *Star Wars Encyclopedia* and *The Great Herdship Heist*)*

***NOTE: I consider the placement of this event at 2,996 to be a compromise between two dates. According to the *Star Wars Encyclopedia*, the date should be 3,000 years before COPL (though I accidentally put it 3,000 years before ROTJ), which would make it 2,992 BSW4. *The Great Herdship Heist*, though, obviously takes place during the SW4 era, since Jabba the Hutt is still alive and kicking, but that story refers to the closing of the Hapes Cluster as 3,000 years earlier. Thus, according to *that* story, the event should take place at 3,000 BSW4. I've**

split the difference and gone with 2,996 BSW4. (Hey, who knew that making my earlier mistake would end up fortuitous?)

- *Saalo Morn fails his Force adept training and falls to the Dark Side. With dreams of recreating the Sith Empire, Saalo steals his Jedi Master's Force-imbued helmet and settles on a world controlled by primitive tribes. He lords over them, having them waylay travelers for tribute, but never finds anyone he feels is worthy of being his apprentice. When he finally dies within the next few decades, his spirit will remain to "haunt" his crypt, seeking out someone to act as his apprentice or a vessel for his spirit.*
  (conjecture based on *The Crypt of Saalo Morn*)

2,992 BSW4

- *The collapse of the Paecian Empire begins in earnest.*
  (conjecture based on *The Courtship of Princess Leia*)

2,991 BSW4

- *A huge asteroid crashes into Delari Prime, shifting its orbit around the system's sun and causing it to move closer. The great oceans dry into a few rivers, and massive erosion begins. The weather patterns are also thrown into chaos.**
  (conjecture based on *Relic*)*

***NOTE: I have rounded "thousands of years" into 3,000 years before *Relic* takes place.**

2,989 BSW4

- *54th Atrisian Emperor Uueg Tching's* Sayings *begin being kept in the Rare Books Department of the Atrisian Imperial Historical Library on Kitel Phard.*
  (conjecture based on *From the Files of Corellia Antilles*)
- *The volcanic Talecalle chain on Tujiamoor goes dormant.*
  (conjecture based on *From the Files of Corellia Antilles*)

2,700 BSW4

- *On Ryloth, the city of Kala'din falls (both figuratively and literally).*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Starport Guide")

2,033 BSW4

- *Anakin Skywalker will later come into possession of what appears to be a holocron from this era.*
  (conjecture based on *The Hunt for Anakin Skywalker*)

2,032 BSW4

- *A rogue Jedi Knight dabbles in the Dark Side, turning his back on the Jedi Council and taking his Master's Sith Holocron. Over time, he gathers other Dark Jedi and creates a new order of Dark Jedi, which he dubs the Dark Lords of the Sith, purposely taking the name of the Dark Lords of old, even though by this time the term has come to just mean a Dark Side sect. The legion grows in number, but while they battle the Jedi Knights, they also battle amongst themselves. These are the first Dark Lords of the Sith to use the abbreviated title "Darth" (standing for **Dar**k Lord of the Si**th**).*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" novelization and
  Star Wars: Journal—"Episode I: Darth Maul")
- *The Ithorian historical records that will be gathered by Hodge and his miners (2,000 years from now) begin at this point.*
  (conjecture based on *Galaxy of Fear: Spore*)
- *Coruscant has its last major earthquake.*

(conjecture based on *Shadow Hunter* via *TimeTales*, abridged)

- *The Ri'Dar of Dar'Or begin using baloo vines to gather humus for their gardens.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 4: Alien Races")

2,000 BSW4

- *The Shell Hutts leave Nal Hutta and settle Circumtore.*
  (conjecture based on *The Mandalorian Armor*)
- *Incom Corporation is formed.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *The Old Republic has first contact with the Cha'wen'he.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *Merenzane Gold begins to be brewed.*
  (conjecture based on *Empire Blues: The Devaronian's Tale*)
- *The tourist industry on Adner develops.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure*
  Journal #11)
- *Clan warfare erupts on Ebranite.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *A humanoid race adopts the Bimm culture and is integrated into Bimm society.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The Uba system is discovered by the Republic, home to the Ubese, a humanoid alien race whose language has a metallic sound. The Ubese were a relatively isolated race with a highly sophisticated culture. Republic traders begin bringing high – tech devices to the Ubese. They hoarded technology and learned to reverse – engineer much of it, developing their own forms of higher technology. The desire to obtain more technology began to splinter Ubese society, and their drive to have a better technology split them even further. Delegates of the Republic soon discovered that the Ubese were producing technologies which had been outlawed by the Republic, and realized that much of it was military material designed for large-scale devastation. In an effort to curb the Ubese advancement, the Republic launched a pre-emptive strike to bring a halt to the production. Unfortunately, the Republic's attack exploded Ubese weapons stores on every world in the system, destroying Uba III outright and wreaking radioactive devastation on Uba I, Uba II, and Uba V. Only Uba IV remained marginally viable, and many Ubese were forced to survive there. The semi - toxic atmosphere forced them to wear specialized filtration masks, and altered their physiology in many ways. Those that chose not to live on Uba IV migrated to the Ubertica System. These Ubese were shunned by their brethren on Uba IV as being too soft to be "true Ubese."*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Sourcebook" via *TimeTales*, verbatim)
- *The Mecrosa Order is sponsored by House Mecetti of Tapani Sector, the society of assassins and expert poisoners is rumored to be led by Sith disciples.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Players Guide to Tapani" via *TimeTales*, abridged)
- *The building which would house the* Uhl Doaba'I *is constructed. "Uhl Doaba'I" means "peaceful place" in the Socorran tongue. It was considered the last vestige of civilization found within the city of Vakeyya before a traveler entered*

the open desert. The building would be maintained by Shamans for many generations.
(conjecture based on *Star Wars: The Roleplaying Game*—“Black Sands of Socorro” via *TimeTales*, verbatim)

- *Vormest Dep-thesel Digarsarg becomes the first Balinaka artist to incorporate colored pumice and small fragments of gemstones into his ice sculptures. Their unique sculptures soon become known as Garnib Crystals.*
(conjecture based on *Star Wars: The Roleplaying Game*—“Planets of the Galaxy: Volume One” via *TimeTales*, verbatim)

1,998 BSW4

- *Ecclessis Figg is born.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")

1,997 BSW4

- *Hargeeva is settled, but outside support is soon cut off and the world reverts from a democracy to a feudal state.*
(conjecture based on *Firepower*)

1,991 BSW4

- *A pirate band hides their treasure in an ancient fortress on Yavin IV and leave a guardian droid and Q-7N to watch after it.*
(conjecture based on *The Rebel Thief*)
- *Jomark is colonized.*
(conjecture based on *Star Wars: The Roleplaying Game*--"The Thrawn Trilogy Sourcebook")

1,989 BSW4

- *Coruscant's lower levels are taken over by the criminal elements of the population.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *Mon Calamari start construction of Foamwater City.*
(conjecture based on *Dark Apprentice*)

1,980 BSW4

- *Lord Ecclessis Figg builds Cloud City on Bespin.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")

1,975 BSW4

- *A couple of millennia before their invasion of the Known Galaxy, the Yuuzhan Vong race engages in a great conflict known as the Cremlevian War. As the Vong near defeat, a leader known as Yo’Gand takes command and uses a dovin basal to perform a maneuver later named Yo’Gand’s Core—he uses the basal’s gravity projection to pull Ygziir’s moon down to destroy the planet. The resulting destruction of Ygziir destroys the homebase of the Vong’s enemies, and the victory unites the Vong together as never before.*
(conjecture based on *Vector Prime*)

1,581 BSW4

- *The Tapani Sector enters into what is later known as the Federal Era (11,139 - 12,688 by their domestic calendar). Reformers within the Tapani Empire abolish imperial rule and establish a Tapani republic. Noble houses manage to survive the reform and begin running affairs directly through the Great Council and Procopian Senate. During this era, the Shapani Bypass is created, allowing the previously backwater periphery worlds of the sector to participate in galactic commerce. This leads to the periphery worlds declaring independence from the Tapani republic and becoming the Freeworlds Region.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

1,532 BSW4

- *A group of Dark Lords of the Sith find their way to Gap Nine and begin a reign of terror on the world, during which they build temples reminiscent of those of the First Order of the Dark Lords of the Sith. After a short time, Jedi Knights come and defeat the Sith Lords, remaking their evil temples into storehouses of knowledge and artifacts.**

(conjecture based on *A Taste of Adventure: The Battle for Gap Nine*)*

***NOTE: A lot of conjecture goes into this entry. First of all, the actual comments made by the Seer of the Temple in *The Battle for Gap Nine* refer to the "bad guys" as "travelers," "monsters, beasts and foul vermin," "creatures," etc. They are said to have built the temples, and that the Jedi had to come destroy them during a time "long before the Empire." Since this seems to suggest (but not verify) that this may have been a group of DLOTS carrying on the temple-building tradition of the First Order (much like Darth Bane would later, consciously or not, build upon the Kun/Qel-Droma dynamic in the Master/Apprentice declaration), I have assumed that these *were* Dark Lords of the Sith. If we assume they were from the Second Order (since they were hunted and defeated by the Jedi, who knew next to nothing about the Sith of the First Order after they were exiled), then that means this had to have taken place between 2,032 and 1,032 BSW4. I simply split the difference and went with 1,532 BSW4.**

1,532 BSW4

- *The Jedi Council sends a Jedi team to Tund to speak with the Sorcerers of Tund, a group of independently-developed Force users on the world. Upon seeing their Force mastery, the Jedi decide not to invite them into the Jedi fold, but to allow them to develop on their own, provided they don't delve into the Dark Side. The Jedi will keep an eye on them until the events surrounding the Battle of Ruusan divert their attention to more pressing matters.**

(conjecture based on *Star Wars: The Roleplaying Game*--"The Dark Side Sourcebook")*

***NOTE: I simply rounded the amount of time for the Jedi to have time to observe the Sorcerers' development before losing interest 1,032 BSW4 to about 500 years.**

1,489 BSW4

- *54th Atrisian Emperor Uueg Tching's* Sayings *are printed in a small run for the Atrisian nobility.*

(conjecture based on *From the Files of Corellia Antilles*)

1,196 BSW4

- *Hathrox III's population becomes engaged in a civil war, using biochemical warfare as the major weapon. The resulting contamination of the planet wipes out the entire population.*

(conjecture based on *Planet of Twilight*)

1,100 BSW4

- *Tatooine (in the J11.9 system) is surveyed for the first time by the Republic Survey Corps and is deemed nominally habitable.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Secrets of Tatooine")

- *Corellian Engineering Corporation releases the YT series of freighters.**
  (conjecture based on *A Legacy of Starships*)*

***NOTE: This certainly seems to make the YT series pretty damn old, but since the article says it was already old in the Rise of the Empire Era, and that era begins at 1,000 BSW4, this seems a safe place for the conjecture, despite how odd it seems.**

1,090 BSW4

- *Based on the success of the YT-1300 line, Corellian Engineering Corporation releases the YU series, which doesn't fare nearly as well on the market.**
  (conjecture based on *A Legacy of Starships*)*

***NOTE: This assumes that the YT series really did start before the Rise of the Empire Era as the article suggests, and that the YU series is constructed about 10 years later.**

1,050 BSW4

- *Darth Rivan makes Almas in the Cularin system his home. Using kaluthin, he terraforms the world for his purposes and begins work on a Sith fortress on the world. **
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This dating is only conjecture. Based on the wording in the LFCG, we can assume that he arrived at least a decade or more before the Battle of Ruusan. Thus, I have rounded his arrival to 1,050 BSW4.**

- *In the years leading up to the Battle of Ruusan, one of Lord Kaan's greatest underlings is the Sith Lord Seviss Vaa. Seeking to bring back the true nuances of Sith alchemy used by Naga Sadow during the first Dark Lords of the Sith Order, Vaa uses Sadow's old texts to create various beasts. On Aduba-3, he creates a Dark Side creature much like creatures that Sadow had made. The creature would be driven mad by the sight of a lightsaber, mercilessly killing whomever possessed it. Figuring he could use this creature against the Jedi someday, Vaa put it into suspended animation before eventually heading off to the Battle of Ruusan, where he died with the rest of the Sith Lords (except for Darth Bane, of course).*
  (conjecture based on *The Starhoppers of Aduba-3)*

1,033 BSW4

- *It is six months before the Battle of Ruusan. After discovering a decimated Duros settlement on Harpori, Jedi Knight Crian Maru and her Padawan, Dree Vandap, have taken off in pursuit of the perpetrator of the massacre, the Sith Lord known as the Marauder—Kaox Krul. When they get to the Balowa system, Krul gets the drop on their ship, the* Golden Song*, sending them crashing into a nearby planet. The ship is a total loss, and Krul pursues them onto the planet. When Krul finally pounces, Dree defends herself until Crian rescues her using a speeder bike and they evade Krul, who pursues with Dark Side speed. Days later, Crian decides that she cannot let Krul find her and Dree, and she cannot let Dree face the danger Krul represents. Crian head off on her own after the Sith, finally confronting him in a duel. Dree finds them, though, and leaps in. While Crian is pushed away for a moment, Krul kills Dree. For hours, Crian and Krul duel, with Crian slowly wearing down. Finally, Crian asks for forgiveness from Dree and calls upon the Dark Side, betraying all of her training, and leaps in. Urged on by the Dark Side, Crian and Krul duel until finally both deliver death blows to the other in the same instant. Later, Jedi Knight Salen Toth will find Dree's body, but no sign of the bodies of Krul or Crian.*
  (***Darkness Shared***)

Darkness Shared (G5 short story: Bill Slavicsek)

Darkness Shared (G5 short story: Bill Slavicsek)

1,032 BSW4

- *The Jedi hunt down Sith forces in the Cularin System, forcing Darth Rivan from Almas and destroying his home, leaving his fortress to rot. Simply happy to have driven out the Sith, the Jedi take no true note of the system, simply logging its name and moving on to the next offensive against the Sith.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This assumes that the defeat in the Cularin system was near the time of the Battle of Ruusan, as the RPGA site seems to suggest.**

- *On Ruusan, the Light Jedi charge against the Sith gun turrets. Lord Gale and his host, Turpimir, Lord Saleeh, Chayka, Zor Vlahu and his sister, and Kiel Charny, among other Jedi, die in the assault, but the Sith ranks break and the vassals of the Sith die by the thousands. Petja survives and rushes to tell Lord Hoth the news of the victory. Still, the situation looks bleak for the Jedi.*
  (conjecture based on *Jedi vs. Sith*)
- *On Ruusan, a family discovers an abandoned lightsaber, but are soon killed by a Dark Lord of the Sith. On Somov Rit, young Rain, Bug, and Tomcat (whose real name is Darovit, but who goes by Tomcat under Somov Rit custom), sons and nephew of Root, are playing around when Root arrives with Torr Snapit, a Jedi who has come to take the boys, who have Force abilities, to the front lines on Ruusan. Tomcat convinces Torr to allow Rain, who has no Force powers as of yet, to come with them. On Ruusan, Lord Hoth receives word of recent battles, but appears pessimistic about the Jedi's chances at defeating the Sith. En route to Ruusan, Tomcat and Bug meet two other young Force-attuned students, Sladak and Slatka before they emerge from hyperspace and head for Suusan. Upon arrival, they are attacked by Sith fighters. Slatka and Sladak are killed in the attack, and Rain is sent flying out of the vessel to an unknown fate. Several Jedi arrive to drive off the Sith fighters. Torr, Bug, and Tomcat are saved. Elsewhere on Ruusan, the Sith Lord from earlier goes to see a man who says he knows who the Sith Lord is, and knows that there is venom in the Sith's body, but he will not provide the cure. The Sith Lord simply uses the Force to hold the man's daughter over a boiling pot, forcing the man's compliance. A short time later, as Bouncers, the native Force-sensitive sentient species on Ruusan, fly overhead, Tomcat, Bug, and Torr head for the Light Jedi army, believing that Rain must be dead. Elsewhere, the mysterious Sith Lord, now cured of the venom inside of him, lands near one of the battle sites, finding a Sith warrior attended to by Bouncers. The warrior addresses him as Darth Bane and tells him that the others thought him dead. The warrior tells Bane that Lord Kaan now leads them, which surprises Bane not because Kaan leads them but because Kaan is calling himself Lord. The warrior knows he will die if left on the battlefield and asks Bane, one Lord to another, for aid. Bane smashes his face in, wondering if* everyone *is calling themselves Lord now. Meanwhile, Torr and the kids are set upon by Sith minions and soon find themselves at a rope bridge. They intend to cross and have Torr cut the bridge down, but when the minions catch up, Torr has the boys cross and then slices the ropes with his lightsaber, plunging to his death with the minions, it seems. At the Brotherhood of Darkness camp, Kaan outlines battle plans, but Bane arrives, mocking their actions as those of normal armies, not the tactics of true Sith warriors. Bane accuses Kaan of being the one who poisoned him, but Kaan denies the charge. Later, Bane talks to Githany, a female Sith Lord. He tells her that he knew the venom had been on her lips when they were together, but had believed it could not harm a Dark Lord. He believes the reason he was struck by it so badly is that with so many Sith, the Dark Side is spread too thin. He suggests that it should be concentrated in one Sith Lord. Or, as Githany*

*suggests, two. They agree to see to that end once the Army of Light is defeated. Under the collapsed bridge, Tomcat retrieves Torr's lightsaber, but ignores the dying Torr's warnings about using another's lightsaber. He leaves Torr to die. Upon reaching the top of the cliff again, Tomcat and Bug are caught by Sith minions, but are saved by Kiel Charny and his troops, members of the Army of Light, who recognize Torr's lightsaber. Elsewhere, Rain is in fact alive and well, being ministered to by the Bouncers. At Lord Hoth's base of operations, he calls together the Jedi to make their next move. When Tomcat and Bug are assigned to help push a kitchen wagon, Tomcat flips out, arrogantly saying he is a Jedi and above such duties. He tries to fight the head cook with Torr's lightsaber, but is humiliated. Tomcat runs off. Elsewhere, Rain goes with the Bouncers and discovers that many are dying due to the "bad dreams that kill," which we might take to be a Dark Side influence killing them. Rain tries to use the Force to protect the Bouncers, but finds that she can't. On the battlefield, Tomcat is met by General Charny, who offers to make him part of his fighting force, believing that Toor gave Tomcat his lightsaber, which would have meant Torr had great faith in the boy. Finally arriving on the front lines, Charny and Tomcat are present for the net Sith charge, but after the battle (during which Tomcat battles well, which only boosts his arrogance), they discover that the enemy were only footsoldiers. No actual Sith Lords were present. As the Jedi wonder where the Sith are, the Sith are meeting on a cliff face, where Darth Bane is helping them tap into the Dark Side and see the true power they could muster if they were to battle the Jedi as one force. The Sith are ready to kill a world. They begin with a torrent of fire and energy that decimates much of the forest, but before the Jedi are wiped out, Kaan breaks off the circle of power, preferring to wipe out the Jedi head-to-head. Githany joins him, and they attack where Tomcat has just learned a lesson in the realities of warfare. He loses his stolen saber, even as Githany moves in to kill Charney, her former lover. They are saved by the arrival of Lord Farfalla, who has arrived with reinforcements. Lord Hoth is angered that Farfalla is so flippant, and sends him away. Meanwhile, Githany uses her lightwhip to duel Charney. She cuts off his hand, only to have that hand and its lightsaber retrieved by Tomcat, who then uses the saber to kill Charney. Tomcat has joined the Sith, whom he believes are stronger. Bug is told of his defection, and barely believes it. Elsewhere, the Force has awakened in Rain, and she has saved the floater Laa from the energies. Laa, though, senses dark times ahead, when Rain herself will be a Dark Jedi. At the Jedi camp, as Petja helps patrol the grounds for "rogue" bouncers (by shooting them with arrows to kill them), Bug (actually named Hardin) is inducted as a member in the Army of Light, even as Tomcat (Darovit) and Githany learn that Kaan has made preparations to release a thought bomb to take out the Jedi (erroneously believing the Sith can survive the weapon). Elsewhere, Rain and Laa speak of her future as a Jedi, while relatively nearby, Petja is met by a messenger from Farfalla, who lets Hoth know that Farfalla is promising his aid. Hoth sends his apologies and his thanks. In the Sith encampment, Githany takes Darovit and leaves before they can become part fo Kaan's insane plan. Back with the Jedi, Petja sees another incoming bouncer and shoots it down. It is Laa, who dies, leaving Rain, drawing on the Dark Side instinctively, to snap the necks of Petja and his companion. Rain has made her first Dark Side steps, observed by Darth Bane. At the Sith caves, Hardin, another boy, and an adult Jedi run into the fleeing Githany and Darovit. A battle ensues, in which the other boy and Jedi are killed, and Hardin sets bats upon Githany. Finally, as Githany deals with the bats, Hardin and Darovit--Bug and Tomcat—face each other, lightsabers in hand . . . (To be continued as more issues are released . . .)**

(***Jedi vs. Sith***)*

***NOTE: Yeah, I know that the inside of the comic says this takes place 1,000 BSW4, not 1,032 BSW4, but every other source tends to say 1,000 years before TPM, not ANH, and the interior**

dating of Dark Horse comics have been *vastly* incorrect before. Thus, until I hear a definitive declaration otherwise, I am leaving this summary and event set here.

- *Having escaped from Ruusan in his* Valcyn*, Darth Bane, former Dark Lord of the Sith student of Lord Qordis, finds his way to the Dxun moon of Onderon, where he, knowing he is the last of the Sith order to survive, hopes to find ancient knowledge on the moon from the earlier incarnations of the Dark Lords of the Sith under, among others, Freedon Nadd and Exar Kun. As he approaches the moon, the spirit of Lord Qordis, only recently killed on Ruusan, taunts him and the causes the ship to crash. Upon escaping from the crash site, Bane can only become angrier as the Qordis avatar causes the ship to explode. Urged on by the spirit of Lord Kaan, Bane cuts his way through the Dxun jungle toward Freedon Nadd's tomb. At the tomb, he finds that it has already been raided (by Exar Kun millennia earlier). Kaan's spirit leads him deeper into the tomb, where he finds an ancient Sith holocron, but also finds himself set upon by a pair or parent orbalisks. The orbalisks attach to Bane's body and soon begin to multiply, creating a lightsaber-proof shell of living armor, feeding off the dark side, around him and pumping him with adrenaline for increased strength. (Bane soon constructs a cage-like helmet to protect his face). It is while being covered by these orbalisks that Bane spends countless days studying the Sith holocron and determining the best way to continue the Brotherhood of Darkness as it is meant to be. He decides that there will from that day forward only ever be two Dark Lords of the Sith, one master and one apprentice. Setting out into the jungle again after his studies, Bane captures and rides a skreev. He begins plotting to wait until (or perhaps speed along the moon somehow until) the Dxun moon and Onderon are close enough for him to fly from moon to planet as the Beast Riders did during the Beast Wars. And then, on Onderon, Lord Bane will find his first apprentice, and the order shall begin anew . . .*
  (***Bane of the Sith***)
- *Darth Bane creates the Sith Archives.*
  (conjecture based on *Star Wars: Journal*—"Darth Maul" via *TimeTales*, paraphrased)
- *Starting in this era, with the rise of the New Sith, the Sith lanvarok weapon begins to fall out of use.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *The Jedi begin to keep details of lightsaber manufacture a secret.*
  (conjecture based on *Shadow Hunter* via *TimeTales*, paraphrased)
- *In the wake of the Battle of Ruusan, Set Harth, Padawan to Aru-Wen, who was killed on Ruusan, decides to train independently. He heads for Ruusan, where he battles a Dark Side warrior in an abandoned Sith armory to steal a Sith artifact. Using the artifact, he begins to explore the Dark Side on Nar Shaddaa. He soon finds a Hutt slaver in his search for other artifacts and discovers the Hutt's other contact, a Dark Jedi named Bal Serinus. Serinus attacks Harth, for unknown reasons, but then both are imprisoned. While imprisoned, Harth and Serinus form a bond from cell to cell, but when Serinus cuts off contact unexpectedly, Harth vows vengeance for her presumed death.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

Jedi vs. Sith (comic series: Darko Macan)

Jedi vs. Sith, Part I (comic: Darko Macan)
Jedi vs. Sith, Part II (comic: Darko Macan)
Jedi vs. Sith, Part III (comic: Darko Macan)
Jedi vs. Sith, Part IV (comic: Darko Macan)
Jedi vs. Sith, Part V (comic: Darko Macan)
Jedi vs. Sith, Part VI (comic: Darko Macan) [forthcoming]

Bane of the Sith (G3 short story: Kevin J. Anderson)

Bane of the Sith (G3 short story: Kevin J. Anderson)

1,020 BSW4

- *Jedi Knight Tal of Ruusan dies.*
  (conjecture based on *Jedi Knight*)

1,019 BSW4

- *The city Zehava, the capital of the planet Melida/Daan, is founded.*
  (conjecture based on *Defenders of the Dead* via *TimeTales*, fixed for new *Jedi Apprentice* dating due to *Deceptions*)

1,006 BSW4

- *Dannik Jerriko is born.*
  (conjecture based on *Out of the Closet: The Assassin's Tale*)

1,001 BSW4

- *The Old Republic scouts the planet Spira.*
  (conjecture based on *Star Wars Encyclopedia*)

1,000 BSW4

- *The Queen of Alpherides is born.*
  (conjecture based on *Tales of the Jedi: The Freedon Nadd Uprising*)
- *Doonium becomes the metal alloy of choice for capital starship construction.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #10)
- *A tap root tree begins growing on Sulon. It will come to be used by settlers led by Morgan Katarn a millennium later.*
  (conjecture based on *Dark Forces: Soldier for the Empire*)
- *The Dejarik game is invented.**
  (conjecture based on *Fact Files*)*

***NOTE: Based on the *Star Wars Fact Files* which comment that the game was intended in the twilight years of the Republic, along with the LucasBooks end of the Old Republic Era at 1,000 BSW4, Andrew Gordon has conjectured this date for the game's creation.**

- *The Gran found colonies on Hok and Malastare.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Ancient Huttese comes into use during this time, at the latest.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *Corellian Engineering Corporation releases the YV series of ships, based on the success of the YT series. Unfortunately, the YV series is nowhere near as upgradable and is not a major success.*
  (conjecture based on *A Legacy of Starships*)
- *The "witch" Sycorax, who lives on Necropolis with her son, tells tales of how she can revive the dead. The locals do not believe her and end up murdering her son and telling her to bring him back to life. Instead, she dies of a broken heart and they are buried together in what comes to be known as the Crypt of the Ancients. Before she dies, however, Sycorax places the Curse of Sycorax on Necropolis, telling the locals that if they ever ignore the dead, the dead will rise and take vengeance.*
  (conjecture based on *Galaxy of Fear: City of the Dead*)
- *Books are almost totally phased out in lieu of electronic media.*
  (conjecture based on *Galaxy of Fear: Ghost of the Jedi*)
- *The Erasmus gambit is first used.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook")

- *Socorro gets the last rain it will ever get.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The Ewoks of the forest moon of Endor begin telling tales of the prophesied return of the Golden One who would lead the Ewoks in a great battle.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 5: Return of the Jedi")*

***NOTE: This one just cracks me up. Looks like C-3PO fills the prophecy after all!**

- *Orin, the hostile, uninhabitable second planet in the Bespin system, is knocked from its original orbit, when the Velser's Ring asteroid belt is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 2: Yavin and Bespin" via *TimeTales*, abridged)
- *The Nikto cult of M'dweshuu rises again on Kintan, temporarily forcing the Hutts from the world. The Hutts soon return in force, however, resubjugating the world.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *At some point, probably around this time, the Kumumgah race on Tatooine diverges into two separate cultures and languages. These two new cultures come to be known as the Jawas and the Tusken Raiders (or Sand People).*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)

998 BSW4

- *An ancient hero of a militaristic Twi'lek clan living in the dark region of Ryloth dies. His ashes are crystallized and formed into a crystal skull, in the resemblance of the hero. The skull will come to be a part of all official law ceremonies for the clan.*
  (conjecture based on *Idol Intentions*)

997 BSW4

- *Novor Major, the star in the Novor System, expands into a red giant, tearing apart the seventeen inner – most planets in the system. The outer 16 planets survived the expansion, and their environments were quickly modified by the additional radiation from the star. The seventeen inner planets that were destroyed formed the Novor Asteroid Field.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)

994 BSW4

- *The Old Gungan language goes back to this time.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)

990 BSW4

- *Jedi Master Bodo Baas writes a prophecy about the Skywalker twins and later includes it in his holocron.*
  (conjecture based on *Dark Empire*)

990 BSW4

- *The Khomm race begins using cloning instead of procreation.*
  (conjecture based on *The Essential Guide to Alien Species*)

973 BSW4

- *The sum of Yuuzhan Vong shaping knowledge is codified at this time. After this point, with the exception of what little is learned 1,000 years later during the*

invasion of the galaxy, no new teachings are entered into the Yuuzhan Vong knowledge base by the Yuuzhan Vong gods. This fact is kept secret from all but a few Yuuzhan Vong for the next millennium.
(conjecture based on *Rebirth*)

948 BSW4

- *The Yuuzhan Vong worldship,* Baanu Miir*, is grown.**
  (conjecture based on *Rebirth*)*

***NOTE: This rounds "almost a thousand years old" to 975 years old.**

920 BSW4

- *Aruk the Hutt is born.*
  (conjecture based on *The Hutt Gambit*)

900 BSW4

- *Production ceases on Corellian Engineering Corporation's YG series of ships.*
  (conjecture based on *A Legacy of Starships* via *TimeTales*, verbatim)

896 BSW4

- *Yoda is born.*
  (conjecture based on *Behind the Magic*, *Return of the Jedi*, et al)

800 BSW4

- *On Elrood, Radell Mining Corporation is founded.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")

796 BSW4

- *Yoda, now a Jedi Master, begins training Jedi.*
  (conjecture based on *The Empire Strikes Back*)

750 BSW4

- *The Grissmath Dynasty begins sending its convicted criminals and other prisoners to the planet Nam Chorios.*
  (conjecture based on *Planet of Twilight* and *The Essential Guide to Alien Species*)

700 BSW4

- *The Death Seed plague decimates entire systems.*
  (conjecture based on *Planet of Twilight*)
- *As the Iotran nations unify, the Iotran Police Force is formed from the remnants of each nation's military.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *The Old Republic sets up a base on Borleias.*
  (conjecture based on *Rogue Squadron*)
- *Alderaan Biotics sets up a hydroponics facility on Borleias.*
  (conjecture based on *Rogue Squadron*)
- *The B'omarr Order arrives at Tatooine in several ships to set up a monastery. The original plan is refit quickly to handle sandstorms and Sand People. The monastery will later come to be Jabba the Hutt's home.*

(conjecture based on *Star Wars: The Roleplaying Games*—“Secrets of Tatooine”)

- *Gardulla the Hutt is born on Nal Hutta.*
  (conjecture based on *Star Wars: The Roleplaying Games*—“Secrets of Tatooine”)

632 BSW4

- *Cybot Galactica begins manufacturing PK worker droids.**
  (conjecture based on information found at www.starwars.com)*

***NOTE: This entry was conjectured by Andrew Gordon. His logic is as follows: “Cybot Galactica has been producing them for *centuries*, and they have become very *common*. Therefore, I choose 632 [BSW4], because they can be in production for so long that the Trade Federation begins using them. Therefore, that leaves about 300 years between that and the founding of the TF for them to become popular.”**

610 BSW4

- *Delwannamapia (Delwanna) is born on Kashyyyk.*
  (conjecture based on *The Paradise Snare*)

600 BSW4

- *Jabba Desilijic Tiure is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Gurlag the Hutt is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The Politics of Contraband")
- *B-1D4 (the future “Heart of Steel”) is first activated.**
  (conjecture based on *Prisoner of the Nikto Pirates*)*

***NOTE: In *Prisoner of the Nikto Pirates*, it is said that B-1D4 “couldn’t be less than six hundred years old.” I’ve simply put it here (603 years before that story) as a way of rounding the figure off. She could be far older than this, since we don’t know the exact period when B-1 models were first used, if she was one of the first, etc.**

- *Murgoob the Great (a Dulok oracle) is born on the forest moon of Endor.*
  (conjecture based on *Star Wars Encyclopedia*)
- *A fallen Jedi named Allya is banished to the planet Dathomir, where she tames the indigenous rancors and establishes rule over the planet. The training she gives to her daughters in the ways of the Force eventually leads to the line of female Dathomirian Jedi known as the "Witches of Dathomir." Over the years, Dark Side Witches would emerge and come to be called Nightsisters.**
  (conjecture based on *Star Wars: The Roleplaying Game*—“The Dark Side Sourcebook”)*

***NOTE: This has appeared in a few sources, but only the WotC *Dark Side Sourcebook* gave it an exact date.**

- *The first recorded domesticated rancors are reported on Dathomir.*
  (conjecture based on *The Essential Guide to Alien Species*)

597 BSW4

- *Hanson Mining Consolidated discovers valuable ore in seedbeds on Neona.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: This assumes that “a few hundred years ago” is rounded to 500 years.**

590 BSW4

- *Gandle Ott is colonized by the Old Republic, marking the first venture of the Old Republic into the Kathol sector.**

(conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign")*

***NOTE: This assumes that "nearly six centuries" before 8 ASW4 can be rounded to about 590 BSW4 (a nice round number).**

584 BSW4

- *The red giant star known as Carconth (the seventh brightest and second largest star in the galaxy) begins being watched in case of supernova.*

(conjecture based on *Star Wars Encyclopedia* and *Tyrant's Test*)

550 BSW4

- *The Antarian Rangers are founded, in part as a backup for the Jedi Knights.**

(conjecture based on *Wraith Squadron*)*

***NOTE: The placement for this event is obviously rounded, since the comments in XW:WS make it hard to date it back exactly from 7 ASW4.**

- *On Tatooine, a bandit named Alkhara comes to the B'omarr temple with his scummy followers. He intends to take over the monastery by force to save himself from those he has wronged, but the monks welcome him with open arms, making their refuge his refuge.*

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

539 BSW4

- *54th Atrisian Emperor Uueg Tching's* Sayings *are released to the general public by the Atrisian Parliament in a grab at public support for their new government.*

(conjecture based on *From the Files of Corellia Antilles*)

533 BSW4

- *The Gungans on Naboo begin using the quarry as a place for punishment.**

(conjecture based on *Rescue in the Core*)*

***NOTE: The actual reference says "for centuries." I rounded to 500 years before the story takes place.**

532 BSW4

- *Theed Palace is built on Naboo.**

(conjecture based on *Episode I: Visual Dictionary*)*

***NOTE: Christopher McElroy has opted to use this date for the palace's construction since no more definite date was given. I arrived at the same conclusion, but since I *did* cross-reference with his *TimeTales* before setting the exact year for this event, credit should go to him for this entry.**

- *The Gungan Grand Army is first assembled.**

(conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")*

***NOTE: This rounds "hundreds of years" to 500 years.**

531 BSW4

- *On Cularin, Cloud Mountain erupts. When the activity dies down, the twelve tribes (irstats) of Tarasin that lived near the mountain, join into a larger Hiironi ("different but together") irstat.**

(conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This rounds centuries before LF to 500 years.**

528 BSW4

- *Yanth the Hutt is born.**

(conjecture based on *Shadow Hunter*)*

***NOTE: The actual reference says he is less than 500 years old in *Shadow Hunter*. I have rounded to 495 years before that story.**

520 BSW4

- *The Sulloran estate gains prominence.**
  (conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

508 BSW4

- *Yaddle is born.*
  (conjecture based on *Cloak of Deception*)

500 BSW4

- *Kuat Drive Yards buys out Alderaan Royal Engineers, Rendili StarDrive and Core Galaxy Systems.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- Uhl Eharl Khoehng *is first performed.*
  (conjecture based on *Uhl Eharl Khoehng*)
- *An unknown race sends a base ship to Orellon II as part of a plan to gather specimens of at least 30,000 different species.*
  (conjecture based on *The Prophecy*)
- *A tradition begins among the nobility of Kuat to poison one's enemies with the use of a ring through which the poison may be injected into the intended victim.*
  (conjecture based on *Specter of the Past*)
- *The Odenji enter a species-wide sadness known as the* melanncho*.**
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #13)*

***NOTE: This rounds several centuries to 500 years.**

- *The Mineral Assets Partnership sets up a mining colony on Karra, based on incorrect beliefs that varmigio is abundant on the world. When the truth of the matter is discovered, the colony's funding is cut and the miners are stranded.**
  (conjecture based on *Stranded*)*

***NOTE: The mention of this in the supplemental information for *Stranded* is vague and only says "several hundred years ago." I chose to interpret that as 500 years, a nice round number.**

- *The science vessel* Prana Lexander *is lost.*
  (borrowed, with thanks, from Christopher McElroy's *TimeTales*)
- *The planet Plagen and its native Chikarri are discovered. Shortly thereafter, the Chikarri sell port rights to the Klatooinian Trade Guild.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #11)
- *Modern Huttese comes into use.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *Centuries before the enslavement of the Wookiees by the Empire, the Wookiees make enemies of the Trandoshans, whose hatred will help lead them into slavery under Palpatine. As Kashyyyk prospers, visitors begin arriving on the scenic world. To protect their ecosystem and culture, the Wookiees pass laws to restrict travel and tourism. When the Trandoshans, who were profiting from the tourist industry from Dosha, learn of this, they commence raids on Kashyyyk, which then spill over into armed conflict on both Kashyyyk and Dosha. Finally, the Senate sides with the Wookiees, and the turmoil is ended, but the hatred between the two races will continue for centuries.*
  (conjecture based on *Secrets of Kashyyyk*)
- *The Inheritance Exemption law is put into place by the leaders of the Kuat ruling families, and stipulated that the Kuat family would maintain control of Kuat Drive Yards without exception. Each succeeding Kuati generation would supply a*

leader for the vast starship manufacturing facility, who would work with the interests of all ruling families. This exemption was enacted when it was discovered that the Kuat family had inherited skills needed to manage the corporation. Some families, such as the Knylenn and Kadnessi, chafed at the exemption, but were forced to agree that the Kuat family brought prestige and wealth to all Kuati families.
(conjecture based on *Slave Ship* via *TimeTales*, verbatim)

- *Information disks would be used for the last time in this period of galactic history. They would later be found in museums.*
(conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *Sacred Way colonists arrive on Aduba-3. A while later, separatists found the village of Onacra, unknowingly building it near the sight of Sith Lord Seviss Vaa's hidden Dark Side beast, which is in suspended animation. A Force-sensitive villager discovers the creature, and passes down knowledge of its existence and location to his descendants over the years. The last of these protectors would come to be known as the Old One. Both he and the beast would die during the defeat of the Cloud Riders by Han Solo and the Star-Hoppers.*
(conjecture based on *The Starhoppers of Aduba-3)*

497 BSW4

- *The planet Aleron is settled and terraformed by colonists from Gilliana.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

496 BSW4

- *On Teyr, the city of Sidonna constructs its first spaceport.*
(conjecture based on *Shield of Lies*)

495 BSW4

- *Ikrit is born on Kushiba.*
(conjecture based Ikrit saying that he is "a little older than [the 12 year old] Anakin" when
he began his Jedi training, as mentioned in *Anakin's Quest*)

491 BSW4

- *The indigenous population of Jandoon becomes extinct.**
(conjecture based on *Relic*)*

***NOTE: This assumes "centuries ago" can be rounded to 500 years before *Relic* takes place.**

490 BSW4

- *The Corporate Sector is established.*
(conjecture based on *The Essential Guide to Alien Species*)
- *The Arkanians transform the primitive Yaka into greatly intelligent beings via cybernetic technology. Many Arkanians protest this move, but the Arkanian Dominion approved the project.*
(conjecture based *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook" and *The Essential Guide to Alien Species*)
- *Botor begins feuding with its neighbor planet.*
(conjecture based *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Gandle Ott is nicknamed "Little Coruscant" among the Kathol Sector worlds.**
(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Death is Remotely Possible")*

***NOTE: This assumes that "with a hundred years" after "nearly six centuries" before 8 ASW4 can be rounded to about 490 BSW4 (a nice round number).**

482 BSW4

- *Ikrit begins training under Master Yoda when Yoda comes to Kushiba in search of a student.*

(conjecture which assumes that Ikrit was only in his fifth year or so of training when the lightsaber incident took place)

481 BSW4

- *After one year training as a Jedi, Ikrit visits Kushiba and winds up saving his people from a xinkra, earning the respect of his own kind.*

(conjecture based on *Anakin's Quest* and *Promises*)

477 BSW4

- *Ikrit nearly kills a friend during a disagreement with his lightsaber. Yoda intervenes and keeps Ikrit from making the fatal mistake.*

(conjecture based on *Vader's Fortress*)

472 BSW4

- *The Jedi Master who will come to take Qui-Gon Jinn as his Padawan learner begins training Jedi.**

(conjecture based on *Star Wars: The Roleplaying Game*—"Core Rulebook")*

***NOTE: The RPG states that Qui-Gon's master noted during his training that Qui-Gon was one of the best lightsaber duelists that he had seen in his 400 years of teaching Jedi. I have assumed that Qui-Gon was about twenty years old when this was stated, which dates this event back 380 years from Qui-Gon's birth 92 BSW4.**

432 BSW4

- *The Great Hohokum is born.*

(conjecture based on *Rescue in the Core* via *TimeTales*, abridged)

400 BSW4

- *An Ithorian genetic experiment creates Spore by accident. It begins to take over the population of Ithor, but Jedi Knights are called in to help fight it.*

(conjecture based on *Galaxy of Fear: Spore*)

- *Cherishites settle Rhamalai. Among them is a Jedi, who will act as their protector.*

(conjecture based on *The Occupation of Rhamalai*)

- *The* Chu'unthor*, a ship which acted as a spacefaring Jedi academy, crashes on the planet Dathomir. Later in the year, a group of Jedi (Yoda, Gra'aton, and Vulatan) attempts a rescue of the vessel's crew and passengers, but is stopped by the Witches of Dathomir. After saving the life of Rell, one of the witches, a truce is negotiated, wherein the Jedi can leave, but the ship and its library are left behind, hidden until a prophesied young Jedi (Luke Skywalker) would arrive to free the witches from the influence of the Nightsisters.**

(conjecture based on *The Courtship of Princess Leia* and *The Essential Chronology*)*

***NOTE: This entry was moved here based on new information provided to *TimeTales* by Dan Wallace.**

392 BSW4

- *Kal'Shebbol is settled by a group of escaped Twi'lek slaves.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

390 BSW4

- *A new Majvarra is born on Yvara, as the nexus to the Yvarema hive mind.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Rift—'Home'")*

***NOTE: The source material says the Majjvara is nearing the end of her 400-year life span. I have interpreted this as her being approximately 398 years old in TDC:TKR.**

389 BSW4

- *Keiran Halcyon, a Jedi Knight, stops the Selonian Afarathu sect in the Corellian system.*
  (conjecture based on *I, Jedi*)

388 BSW4

- *Ikrit becomes a Jedi Master.*
  (conjecture based on the assumption that Ikrit had already been a Jedi Master for some time, which I rounded to ten years, before going to Yavin IV)

378 BSW4

- *Ikrit, a Jedi Master, arrives on Yavin IV to study the Massassi and finds the Golden Globe left by Exar Kun.*
  (conjecture based on *The Golden Globe*)

376 BSW4

- *Attichitcuk (Itchy) is born on Kashyyyk.*
  (conjecture based on *Star Wars Galaxy Trading Cards*)

350 BSW4

- *The advanced planet Fyodos is devastated by the "Great Cleansing", a war which weapons of mass destruction are employed. The entire population on the continent of Othlor are killed. In future years, Othlor would be reclaimed by nature and be filled with wildlife.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Planets of the Galaxy: Volume Two" via *TimeTales*, verbatim)
- *The Trade Federation is founded with the mission of ensuring that mercantile interests have a voice in the Galactic Senate and to protect members from piracy and unfair practices. Among the major members is the Neimoidian race. Shortly thereafter, the Trade Federation contracts with Hoersch-Kessel Drive for the creation of Trade Federation freighters.*
  (conjecture based on *The Essential Guide to Alien Species*)

342 BSW4

- *Kal'Shebbol becomes a major trading post.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

335 BSW4

- *A granite slug is sent into Coruscant's lower levels as a clean-up measure.*
  (conjecture based on *Star Wars Encyclopedia*)

332 BSW4

- *A member of the Clan Vos becomes Sheyf of the Guardians on Kiffu. The family will remain in the position for at least the next three centuries.*
  (conjecture based on *Twilight*)

325 BSW4

- *The ship that will come to be called the* Lumrunner *is built.**
  (conjecture based on the *Lumrunners*)*

***NOTE: This assumes that Shamus Falconi's grandmother's pirate career started at about 25 BSW4.**

- *The 42 oldest trees (as of 31 BSW4) in the Sacred Ch'hala tree grove on Cularin, begin life.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This rounds almost 300 years before LF to 325 BSW4.**

318 BSW4

- *Starships and Aerospace Engineers Incorporated is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")

312 BSW4

- *Berethon e Solo, King of Corellia, introduces democracy to Corellia.*
  (conjecture based on *The Paradise Snare*)

300 BSW4

- *Karia Ver Seryan is born on Kerlsil.*
  (conjecture based on *Ambush at Corellia*)
- *Spore is defeated by a combination of Ithorians and Jedi Knights and trapped in an asteroid tomb near Ithor.*
  (conjecture based on *Galaxy of Fear: Spore*)
- *The planet Shaum Hii (and its indigenous sentient species, the Kian'thar) is discovered.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--Enemies and Allies")
- *The Ho'Din nearly destroy their world, Moltok, through industrialization.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Industrialization begins on Kubindi.**
  (conjecture based on *A Free-Trader's Guide to the Planets*)*

***NOTE: This is an estimate, since the Kubindi section of the article uses local years, not standard years.**

- *The Harbright family begins serving the Old Republic.**
  (conjecture based on *The Void Terror*)*

***NOTE: The capsule for *The Void Terror* says the Harbright family served the Old Republic for three centuries. It is unclear whether this means just the Old Republic or the Old Republic and Galactic Empire as it disintegrated into Palpatine's New Order.**

- *Growix Computers is founded.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")
- *The Jedi that guarded the settlement on Rhamalia finally dies.*
  (conjecture based on *The Occupation of Rhamalai*)
- *Thrackian insectoids begin to communicate through their mandibles instead of just smell.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The Bothans begin gaining prominence as information brokers.*
  (conjecture based on the *Essential Guide to Planets and Moons*)

- *The family line that will one day include Zuckuss begins its long tradition as Findsmen.*
  (conjecture based on information found at www.starwars.com)
- *On Orellon II, the base ship sent by an unknown alien species last communicates with its homeworld. Soon, the aliens who sent the ship will be extinct, leaving only their machines to carry on their final orders.*
  (conjecture based on *The Prophecy*)
- *The Chazrach, a species of stocky, reptilian humanoids are conquered and enslaved by the Yuuzhan Vong. They become intensely loyal to the Vong, and over time, several Chazrach had earned social elevation to the warrior caste for their bravery in combat.*
  (conjecture based on *Onslaught* via *TimeTales*, abridged)
- *A dispute over patent rights between the cities Nozho and Weogar on the Bith homeworld ends in a brutal war in which chemical and biological warfare deforms the planet's ecosystem, forcing Biths to live in sealed domes.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The Order of the Kilmar Bange is formed as a social club, however, it would later evolve into a secret society based in Tapani Sector, which was considered harmless during peacetime, but could be the most ferocious of enemies during war. Made up of former House Melantha members who had graduated from the Imperial Academy on Raithal, the Order also accepted associate memberships from Corulag graduates. Their mission was to ensure brotherhood among its members and to strengthen the ties between House Melantha and the Empire, especially during the height of the Galactic Civil War.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, verbatim)

299 BSW4

- *Gowix Computers sets up shop on Corellia.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #7)

297 BSW4

- *The empathic Kian'thar race is discovered (and subsequently manipulated) by Black Sun.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Shadows of the Empire Sourcebook")

296 BSW4

- *In the Unknown Regions, the Tofs conquer the Nagai.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The Old Republic makes contact with the Jarell of Oon Tien.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)

292 BSW4

- *Mother Rell is born on Dathomir.*
  (conjecture based on *The Courtship of Princess Leia*)
- *Old Republic colony ships land on Oon Tien, first encountering the Jarell culture.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *A small cult forms a settlement on Binaros, building temples to their deity.*

(conjecture based on *Star Wars: The Roleplaying Game*--“The DarkStryder Campaign: The Kathol Outback—‘Plant Food’”)

290 BSW4

- *The planet Myrkr is discovered by the Old Republic and becomes off-limits.*
  (conjecture based on *Heir to the Empire*)

281 BSW4

- *On Cejansij, the Grand Rim Promenade is built.*
  (conjecture based on *Specter of the Past*)

280 BSW4

- *The Ho'Din develop herbal methods of ridding themselves of the parasitic organisms threatening to destroy their species.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Decades before he will finally face Tulak for revenge, Jedi Polvin Kut’s family is slaughtered by Tulak.*
  (conjecture based on *Yaddle’s Tale: The One Below*)

275 BSW4

- *The Central Gathering Hall clock on the planet Coruscant is changed. It will now mark time based on atmospheric phenomenon.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The jungle barbarian culture on Janquine finally phases out, its language being absorbed by the mountain Mooloolian tribes.*
  (conjecture based on *Vector Prime*)

272 BSW4

- *The cult settlement on Binaros is wiped out by disease.*
  (conjecture based on *Star Wars: The Roleplaying Game*--“The DarkStryder Campaign: The Kathol Outback—‘Plant Food’”)
- *The Naboo royal gown is adorned with various emblems.*
  (conjecture based on *Episode I: Visual Dictionary*)

252 BSW4

- *Yarua is born on Kashyyyk.*
  (conjecture based on *Secrets of Kashyyyk*)

250 BSW4

- *The beautiful planet Adarlon is settled by the order of the Republic Senate. It is the first planet settled in the Minos Cluster. The settlers are a group of "superior" stock humans, who create the most "beautiful" and "intelligent" colony ever seen.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6--Tramp Freighters”)
- *Gelgelar is colonized.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Platt’s Starport Guide”)
- *Colonists from Salliche, led by Adarian Tropis, leaves the planet to search for a new home, eventually finding Varonat.**
  (conjecture based on *First Contact*)*

***NOTE: Whether the colonists found Varonat the same year that they left is unlikely, but since no date for their arrival on Varonat is listed, that fact is included with their departure date.**

- *Colonists from Salliche settle on Port Haven.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Platt's Starport Guide")

- *Jedi Knight Polvin Kut and his Padawan, Yaddle, are called to liberate the colonies from Tulak, the Advozsec warlock. The campaign leads them to Koba's outer moon, where Kut, tempted by the Dark Side to get revenge for the murder of his family, is killed in action. Yaddle is captured and held prisoner, and she ends up being left behind when Tulak moves on.. (To be continued below . . .)**

  (***Yaddle's Tale: The One Below***)*

***NOTE: This assumes "over 200 years ago" can be interpreted as 205 years, and that Yaddle's appearance in the *Jedi Apprentice* series is very early in her time with the Jedi Council, as the inclusion of all *Jedi Council: Acts of War* Council members in her initiation seems to suggest.**

Yaddle's Tale: The One Below [flashback] (SWT5 short story: Dean Motter)*

Yaddle's Tale: The One Below [flashback] (SWT5 short story: Dean Motter)*

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241 BSW4

- *Ralrracheen is born on Kashyyyk.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")

236 BSW4

- *Mexnean is born on Berrite.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

232 BSW4

- *Supreme Chancellor Valorum is elected.**

  (conjecture based on *Episode I: Visual Dictionary*)*

***NOTE: This is an *ancestor* of the Valorum in TPM, *not* the same man.**

- *Explorer Reidi Artom "discovers" the Cularin system and the native Tarasin with their natural Force attunement. She logs the system as Reidi Artom VI but a records check reveals the original name of the system, logged by Jedi centuries earlier. Artom helps found the town of Gadrin and works to help link a second town, Hedrett, to it via a great bridge. As she continues to explore, colonists begin to arrive, mainly mining and business interests. Warfare breaks out briefly with the Tarasin, but peace is soon reached. Artom continues her explorations, naming Artom's Crest on the moon Rannokk.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

229 BSW4

- *Republic expeditions into the Gardaji region report only rocky rubble and protoplanets in the region, along with scattered reports that various rich star travel connoisseurs are having special ships made along a de facto trade route through the area. There is no evidence at this time of the existence of the planet Zonama Sekot, which will be rumored to exist until the Jedi Knight Vergere discovers it again in just over two hundred years.*

  (conjecture based on *Rogue Planet*)

220 BSW4

- *The ancient Duros mining city Tayana, situated in the bowl of a meteor crater, reaches its height during the Duros Industrial Age.*
  (conjecture based on *The University of Sanbra Guide to Intelligent Life: The Duros* via *TimeTales*, verbatim)

207 BSW4

- *Reidi Artom leaves for the Unknown Regions.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

205 BSW4

- *Sundarian immigrants begin moving to Garos IV and "stealing jobs" from the Garosians.*
  (conjecture based on *Turning Point*)

201 BSW4

- *Salporin is born on Kashyyyk.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *AL-BRT-34-X3 is activated.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")

200 BSW4

- *Chewbacca is born on Kashyyyk to Attichitcuk and his mate.*
  (conjecture based on canonical and Official Continuity references)
- *Glova is colonized.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The Politics of Contraband")
- *The planet Bissillirus, located in the Trax system, is discovered by a group of Republic scouts whose hyperdrive cuts out in the middle of nowhere. The scouts were led by Arnoll Draenell, who mapped and named each of the five planets which orbited the star.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *The Ithullian species is destroyed by the Mandalorians.*
  (conjecture based on *Star Wars Encyclopedia*)
- *A plague wipes out the civilization of Fere.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Humans on Rydar II try to destroy the indigenous Ranat species, eventually leading three Ranats to stow away to Aralia (where the ship crashes) and begin creating a new homeworld.*
  (conjecture based on *Star Wars Encyclopedia*)
- *A 3-level marketplace is built on Bimmisaari.*
  (conjecture based on *Heir to the Empire*)
- *The once–unassuming orange star in the Carosus System expands into a red giant, and consumes the five innermost planets in its system. The event was foreseen by the Carosite astronomers, and most Carosites on the fourth planet were evacuated to Carosi XII.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Planets of the Galaxy: Volume Two" via *TimeTales*, abridged)
- *The Bothans discover the Dressellians, but decide to leave them to their own evolution for the time being.*
  (conjecture based on *The Essential Guide to Alien Species*)

- *The House Ministry of Inquiry of House Mecetti is formed in the Tapani Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *The Tallaan Imperial Shipyards are built.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: This date goes by the "Most of the orbit docks themselves are over 200 years old" comment made in the LOTE *Gamemaster Guide*. Since the LOTE campaign takes place 3 ASW4, 200 BSW4 (203 years earlier) made sense for an "over 200 year" date.**

199 BSW4

- *The Charon extinguish a lifeform and reconstruct it, naming it the "gatebeast." The gate power harnessed by the Charon is not fully understood, and the Charon bioscientists who program the gatebeast keep its abilities limited. The gatebeast targets a subject and reflects its matter to a new location. The gatebeast teleports targets to random locations. The gatebeast is a four - legged creature with leathery skin. It has a wide head on a thick neck. Bubble -shaped scales are clustered around its arms and legs.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Otherspace" via *TimeTales*, verbatim)

197 BSW4

- *Reena University is founded.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

196 BSW4

- *Susejo of Choi becomes yet another victim of the Sarlacc on Tatooine.*
  (conjecture based on *A Barve Like That: The Tale of Boba Fett*)
- *A merchant prince's ship is caught in the gravity well of Zelos II during the Day of the Sepulchral Night. The ship is pulled down to crash into Zelosian's Chine. The prince has his men store the treasure in a cave in the upper regions of the mountain range, until he can build a raft from parts of the ship, head for the mainland, and return for the treasure. The prince builds the raft and heads for the mainland, but dies en route. The treasure remains hidden for the next two centuries.*
  (conjecture based on *Day of the Sepulchral Night*)
- *The colonists' children of the planet Talasea begin immigrating to worlds where they could see the stars and didn't have to work so hard.*
  (conjecture based on *Rogue Squadron* via *TimeTales*, verbatim)

194 BSW4

- *The term "spice" gains widespread usage.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal
  Organizations")
- *Around this time, droids, originaly using a language called CBell-1 that had only "yes" and "no" sounds, begin to be programmed with the Yperio program created by Yperio Baobab, marking the birth of the Bab-Prime droid language. This new programming is taken in by different models in different ways, causing some of the droids to slowly begin to show emotions more than others, though memory wipes cleared that up in most cases. The Bab-Prime language will later develop into Bab-Neo (also known as Babno).*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)

192 BSW4

- *Slavery is abolished in the Hapes Cluster.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Threat Dossier")
- *Bunkurd Corporation on Coruscant engineers a bacterium that breaks down sewage for recycling 20% faster than previous agents used for the same purpose. If it gets into a human digestive system, it breaks down food as soon as it's eaten, giving the person the equivalent of violent food poisoning for about a week.*
  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)

191 BSW4

- *The JV-Z1 droid line enters service.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")

190 BSW4

- *Vima-Da-Boda, descendant of Andur, Nomi, and Vima Sunrider is born.*
  (conjecture based on *Dark Empire*)

189 BSW4

- *The Vors enter the mainstream galactic civilization.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")

188 BSW4

- *The Jedi send Master Qornah and his Padawan Kibh Jeen (who is about read for his trials) to Culari to keep watch over and study the Sith fortress left by Darth Rivan. Secuded by the Dark Side energies of the place, Kibh Jeen falls to the Dark Side and kills Qornah from behind. He disappears for a few months before returning, ready to last out at the Jedi Council. He goes into space and dominates the minds of a large group of pirates, whom he uses to recruit more and more mercenaries and pirates as his own private army. He launches an all-out assault on the floating cities of Genarius, sparking the Dark Jedi Conflict.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

187 BSW4

- *Krunch is born, probably on Kashyyyk.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")

188 BSW4

- *The Dark Jedi Conflict in the Culari System finally ends when a Jedi and her Padawan come to the system and organize a counteroffensive against Kibh Jeen's hidden forces. His pirate fleet is destroyed, and Kibh himself is killed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

188 BSW4

- *The Jedi form an academy on Almas to both train future Jedi and keep an eye on the Sith fortress left by Darth Rivan. The town of Forard begins to grow up around the academy.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

175 BSW4

- *Starfighter combat comes to replace blastsword combat in the eyes of honor-seeking citizens on Adumar.*
  (conjecture based on *Starfighters of Adumar*)

161 BSW4

- *On Cularin, the Tarasin Revolt begins, when native Tarasin begin to verbally (then violently) protest the harvesting of ch'hala trees by outsiders. When the Trade Federation sends droids to fight on their behalf, full-scale conflict erupts.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

160 BSW4

- *After seeing him in action, Mallatobuck falls in love with Chewbacca. Her friend, Jowdrrl, tells her to drop a wroshyr louse in Chewie's fur so she can groom his fur clean (in human terms, bathe him, etc.) by way of apology, and serious flirtation. She misses and the louse hits Chewie's friend Dryanta. When they follow the girls to see about the traditional grooming, they come across Jowdrrl, who tells them that Malla has been captured by Trandoshans. Chewie springs into action and saves Malla, starting their long, often segmented, courtship. (To be continued below . . .)**
  (***Chewbacca***)*

***NOTE: This story is place here due to Malla's comment that Chewie was under 100 years old at this time. Since he seemed to not have left Kashyyyk at this time, I placed it here.**

Chewbacca (comic series: Darko Macan)*

Chewbacca, Part I [flashback] (comic: Darko Macan)*

Chapter 1: Mallatobuck [flashback]*

***NOTE: This story is place here due to Malla's comment that Chewie was under 100 years old at this time. Since he seemed to not have left Kashyyyk at this time, I placed it here.**

158 BSW4

- *Orn Belden is born.*
  (conjecture based on *Truce at Bakura*)
- *Veermoks are brought to the quarry that Gungans use for punishment on Naboo.**
  (conjecture based on *Rescue in the Core*)*

***NOTE: This assumes the higher end of the "20 – 25 years is a generation" estimate, and rounds "several generations" to 5 generations.**

154 BSW4

- *On Cularin, the Tarasin Revolt ends when two Jedi Knights and six-months of diplomacy bring about the Cularin Compact, limiting tree harvesting on the world.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

153 BSW4

- *Chalmun is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")

150 BSW4

- *Bakura is discovered and used by the Bakur Corporation for mining.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")

- *Chewbacca leaves Kashyyyk to explore.*
  (conjecture based on *Star Wars Encyclopedia*)
- *By this time, Yaddle, imprisoned on Koba's outer moon, has become known to the Kobans as "the one below," and is being given food as a sort of religious ritual. In the time since her imprisonment, she has continued honing her Jedi skills on her own. (To be continued below . . .)**
  (***Yaddle's Tale: The One Below***)*

***NOTE: This assumes a 235 BSW4 date for the death of Polvin Kut.**

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)*

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)*

***NOTE: This assumes a 250 BSW4 date for the death of Polvin Kut.**

148 BSW4

- *The Third General Survey for the Old Republic discovers the Quella race.*
  (conjecture based on *Star Wars Encyclopedia*)

147 BSW4

- *Kijo Mnuue is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Ozz, future King of the Ugnaughts of Cloud City is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 3: The Empire Strikes Back, Second Edition" via *TimeTales*, verbatim)

142 BSW4

- *The Dogder family begins to serve the Hutts as counselors.*
  (conjecture based on *Hutt and Seek*)
- *The family that will produce the Rutanian ruler King Frane comes into power on Rutan.*
  (conjecture based on *The Shattered Peace*)
- *On Belasco, tunnels are built through the royal grounds, as war with a neighboring planet ensues.*
  (conjecture based on *The Dangerous Rescue*)

140 BSW4

- *The Quella are extinguished by asteroids hitting their homeworld.*
  (conjecture based on *Before the Storm*)

132 BSW4

- *The planet Orax is discovered by the Old Republic.*
  (conjecture based *Alien Encounters: The Shard*)
- *A daring mechanic called Phoebos creates the high – octane sport of Podracing.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" version of *Incredible Cross-Sections* via *TimeTales*, abridged)
- *Omo Bouri, a Wol Cabbashite Jedi Master, orchestrates the famed Treaty of Trammis.*
  (conjecture based on information posted on starwars.com via *TimeTales*, verbatim)
- *The Terr'skiar Pass is established.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, abridged)
- *An expedition to Rennokk, a moon of Cularin, ends with the deaths of everyone involved except a Tarasin named Kum'Jushkin.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

- *A Trandoshan named Tusskrek accompanies an expedition to Rannokk, a moon of Cularin, to find a way to tap the moon's rich minerals. When a lava creature attacks the team, only Tusskrek survives.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Having recently become patriarch of his family upon his father's death, and proving himself wise for his age, Yarua becomes Kashyyyk's primary representative in the Galactic Senate.*
  (conjecture based on *Secrets of Kashyyyk*)

131 BSW4

- *The newest trees (as of 31 BSW4) in the Sacred Ch'hala tree grove on Cularin, begin life.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *As anti-droid sentiments grow, the Coalition of Automaton Rights Activists is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)

129 BSW4

- *Illegal sports activities begin in the garbage pit areas of Coruscant.*
  (conjecture based on *Rogue Planet*)
- *An offshoot of Jedi philosophy arises, known as the Potentium. The believers insist that the universe and the Force are inherently good, and no evil can come of them. They renounce the need for Jedi Masters and training. Once rooted out by the Jedi Order, the Potentium followers are dispersed throughout the galaxy.*
  (conjecture based on *Rogue Planet*)
- *The small, ancient world of Langhesa is overrun by Tsinimals. The Tsinmals, graceful and intolerant, had regarded the Langhesi's vital arts as a sin against their gods. Piracy and galaxy – wide conquest, however, had not bothered the Tsinmal gods in the least. The Langhesi who avoid becoming slaves migrate all over the galaxy, becoming artists and farmers, learning how to mold the elements of life into new and novel forms. For many centuries, the Langhesa had supplied exotic pets to rich families throughout the Republic.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)

128 BSW4

- *Eppie Antruse is born.*
  (conjecture based on *Truce at Bakura*)

121 BSW4

- *Kare Fontin is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Gamemaster Handbook")
- *Meysen Kayson is born.**
  (conjecture based on *The Greel Wood Haven*)*

***NOTE: This assumes that the information in *The Greel Wood Haven* is current as of SW4.**

120 BSW4

- *Ugloste is born on Gentes.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook")

- *The stasis booth is developed.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate
  Sector Sourcebook")

119 BSW4

- *Nerra Ziveri, a Twi'lek Jedi Master, is placed in charge of the Jedi Academy on Almas. It is during his time in charge here that he will come to train Lanius Qel-Bertuk*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

118 BSW4

- *The Garosian War ends with a treaty, which will be violated for years.*
  (conjecture based on *Star Wars Encyclopedia*)

116 BSW4

- *The Trade Federation uses its business savvy to gain control of all legal trade in the Cularin system.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

112 BSW4

- *Protocol droids whose scrapped remains would be used by Anakin Skywalker to build C-3PO are built by Cybot Galactica Corp.**
  (conjecture based on *Thank the Maker*)*

***NOTE: This was pure conjecture until Ryder Windham's *Thank the Maker*. Thank the Maker for *Thank the Maker*.**

110 BSW4

- *On Cularin, the exiled Riboga the Hutt merges criminal interests in the area into his own crime syndicate. His operation soon comes into conflict with a rival organization run by local pirates, known as the Smuggler's Confederation.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *The Blood Carver species joins the Republic.*
  (conjecture based on *The Essential Guide to Alien Species*)

108 BSW4

- *The Gungans cease using the quarry for punishment.**
  (conjecture based on *Rescue in the Core*)*

***NOTE: This assumes that a generation is about 20 – 25 years for Gungans, just like we're assuming with the "for over a thousand generations" comment. In this case, the quarry was unused for "over three generations," so I chose the far end estimate of three generations being 75 years, and let the "over" just imply the far end.**

106 BSW4

- *Bohhuah Mutdah is born.*
  (conjecture based on *Lando Calrissian and the Flamewind of Oseon*)

105 BSW4

- *Durga the Hutt is born to Aruk.*
  (conjecture based on *The Hutt Gambit*)
- *Weston Warsheld of House Calipsa is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

- *Kinnin Vo-Shay is born.**
  (conjecture based on *The Last Hand*)*

***NOTE: *The Last Hand* suggests he'd be just over 100 years old when that story takes place, if the incident in the Tyus Cluster hadn't happened. I took "just over" to be about 105 years old.**

104 BSW4

- *Xizor of Falleen is born.*
  (conjecture based on *Rebel Dawn*)

102 BSW4

- *BLX-5 "Bollux" is first activated.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")
- *The future landlady of Denetrus is born on Telos.*
  (conjecture based on *The Day of Reckoning*)

101 BSW4

- *BLX-5 "Bollux" receives a memory wipe and new physical augmentations.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")

100 BSW4

- *Golden Age of the Old Republic ends*
  (conjecture based on canonical and Official Continuity references)
- *Rendili StarDrive hits its peak.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *The planet Lianna (part of the Tion Hegemony), is taken over by Sienar Technologies, which is soon renamed Santhe/Sienar Technologies when Kerrad Santhe, a local, buys enough stocks in the company to control it.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Mission to Lianna")
- *Pergitor becomes uninhabitable due to the mining operations of Jessa Corp.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")
- *Clan warfare on Ammuud ends.*
  (conjecture based on *Han Solo's Revenge* and *Star Wars: The Roleplaying Game*-- "Han Solo and the Corporate Sector Sourcebook")
- *The Poss'Nomin species is first encountered by a party of spice traders, who have happened to investigate Illarreen. The culture had grown into several warring nations, but the appearance of offworlders ends the warfare as the Poss'Nomin must determine, as a species, how to react to the notion of otherworldly life.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #14)
- *The Kubaz on Kubindi develop atomic technology.**
  (conjecture based on *A Free-Trader's Guide to the Planets*)*

***NOTE: This is an estimate, since the Kubindi section of the article uses local years, not standard years.**

- *The Jedi vessel* Alpha Kenrtum *crashes on Orellon II. Upon meeting the locals and seeing the strange alien devices collecting species samples, he gives a prophecy to the local Kentra that someday in the future, a starship will arrive and its*

passengers will save them from the machines, prompting a new age of their society. The Jedi presumably dies soonafter.
(conjecture based on *The Prophecy*)

- *On Tatooine, the* Dowager Queen *crashes. The survivors, led by Melnea Arnthout, head for their original intended landing point, Bestine Point.*
(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *When tectonic shifts open an exit to her underground prison, Yaddle once again rejoins Koban society, acting as the society's benefactor, as a Light Side Jedi should. (To be continued below . . .)**
(***Yaddle's Tale: The One Below***)*

***NOTE: This assumes a 250 BSW4 date for the death of Polvin Kut, and that "a century" and "a few decades" after that can be rounded to 150 years.**

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)*

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)*

***NOTE: This assumes a 250 BSW4 date for the death of Polvin Kut, and that "a century" and "a few decades" after that can be rounded to 150 years.**

99 BSW4

- *Arriving at Bestine Point, the crew of the crashed* Dowager Queen*, led by Melnea Arnthout, establish the settlement that will be known as Bestine on Tatooine. Shortly thereafter, Melnea's protocol droid goes missing. Upon finding the droid, Melnea makes first contact with the Jawas, from whom the colonists learn the indigenous species' name for the world "Taa-doo-Een-e," or "Tatooine." She quickly negotiates with the Jawas for salvage rights to the* Dowager Queen*, water rights, and more.*
(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

97 BSW4

- *A droid uprising on Bakura occurs as a result of the sabotage of a ship full of droids by the H'Lokk Consortium. This will engender a fear of droids in the Bakurans for a century to come.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *House Barnaba is pulled into the mainstream political intrigue of the Tapani Sector.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Eppie Antruse and Orn Belden are married.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")

96 BSW4

- *Corruption begins to breed within the Old Republic government.*
(conjecture based on *Star Wars Encyclopedia*)
- *On Tatooine, as water supplies dwindle for Bestine, Fort Tusken is established, named after an island on Bestine IV.*
(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *The coin known as the Karltonian Fiskin is first minted.*
(conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, paraphrased)

95 BSW4

- *On Lhwekk, homeworld of the Ssi-ruuvi Imperium, a new political ruler, the Shreeftut of Lhwekk seizes power and begins an aggressive campaign to expand the Imperium at the expense of other civilizations.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Riboga the Hutt begins having a secret asteroid base built in the Cularin system.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Fort Tusken on Tatooine is attacked by Sand People, earning them the name Tusken Raiders..*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

93 BSW4

- *Mining colonies are established on Nurstin.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, paraphrased)
- *Riboga the Hutt's asteroid base is completed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *On Tatooine, a new wave of colonists re-establishes Anchorhead. The sandpeople seem to go into hiding, while Anchorhead profits from the use of sandcrawlers.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Quintama is killed during the 21st Battle of Zehava, leaving behind his wife Pinani and several children.*
  (conjecture based on *Defenders of the Dead* via *TimeTales*, abridged and fixed for new dating based on *Deceptions*)
- *Developers commission a space station to study the Gandle Ott region. Within months of entering the region, the station disappears, with al crew lost. Later research would indicate that the station had been hijacked by pirates and criminals and taken to their base planet as a way to study the Known Galaxy.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")*

***NOTE: This assumes "over 100 years ago" can be rounded to 101 years before TDC:TKO.**

92 BSW4

- *Qui-Gon Jinn is born. Shortly thereafter, he is taken to train as a Jedi.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Core Rulebook")
- *Ki-Adi-Mundi is born on Cerea.*
  (conjecture based on *Episode I: Insider's Guide*)
- *The Halmud mining center fails.*
  (conjecture based on *Iron Fist*)
- *Danoor is colonized.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Galaxy's Edge")
- *Jedi Master T'un begins keeping records for the Jedi Temple on Coruscant.*
  (conjecture based on *The Uncertain Path*)
- *Telos experiences a famine.*
  (conjecture based on *The Day of Reckoning*)

91 BSW4

- *Finis Valorum, future Chancellor of the Republic, is born.*

(conjecture based on Terence Stamp's age in relation to the filming and release of *The Phantom Menace* via *TimeTales*, verbatim)

- *Qui-Gon Jinn begins his Jedi training.*
  (conjecture based on *Episode I: Insider's Guide* and *The Rising Force*)
- *A ship full of marauders crashes on the Forest Moon of Endor. They would remain there harassing the other local species for the next century, until defeated by the Ewoks and their human allies, Cindel Towani and Noa.**
  (conjecture based on *The Illustrated Star Wars Universe: Endor Entry*)*

***NOTE: In a story dated approximately 3.3 – 4 ASW4, it is said that the marauders crashed nearly a century before. 95 was a nice round number to use.**

90 BSW4

- *Bran Isken is born on-board a Corellian ship.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *The Poss'Nomin species' warring segments unite into a cohesive society in order to adopt the galaxy's more advanced technology and join the galactic community.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #14)
- *The Outer Rim planet named Coveway is settled by a colonization expedition.*
  (conjecture based *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, abridged)
- *A Twi'lek survey team crashes on Uffel, a moon of Genarius. From the wreckage emerge Q2-2D, R4-S2, and R4-J9. QS-2D repairs and reprograms the others to follow his bidding. Q2-2D, acting, supposedly, on behalf of its dead master, makes a deal with Riboga the Hutt to share the profits of a mining operation on the generally uninhabitable Uffel in return for equipment to start the operation. As the operation grows, more and more droids arrive and are later built, all following Q2-2D's directives.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This assumes that the deal with Riboga took place about twenty years into Riboga's 57 year run in the Cularin system.**

89 BSW4

- *The Old Republic settles Eol Sha.*
  (conjecture based on *Jedi Search*)
- *Ferroans, brought to Zonama Sekot by the first Magister (a former Jedi who followed the teachings of the Potentium, Leor Hal), settle at what comes to be called Middle Distance.*
  (conjecture based on *Rogue Planet*)
- *Gamorrean culture begins interacting with the Republic proper.*
  (conjecture based on *Planet of Twilight*)

88 BSW4

- *Bodo Baas' holocron comes into the hands of Ashka Boda, another Jedi.*
  (conjecture based on *Children of the Jedi*)
- *The Jedi Master Plett builds his Jedi safe haven in the Plawal rift on Belsavis, naming it Plett's Well.*
  (conjecture based on *Children of the Jedi*)
- *On Cerea, Ki-Adi-Mundi's family farm is descended upon by an Old Republic ship bearing a single visitor--a female human Jedi Knight known as the Dark Woman. She is looking for a student, and when she finds that Ki is strong in the Force, she*

speaks with his father about taking him off-planet for Jedi training. Ki's father will not hear of it. He wants his son to remain with his family. When the meeting is interrupted by the appearance of a raiding party led by Bin-Garda-Zon, Ki's father realizes that Zon will want to kidnap Ki to raise as his own son, they hide Ki. Zon proceeds to ransack the farm, beating up Ki's father and telling the Jedi to mind her own business. When Zon leaves, Ki's father, although it breaks his heart, knows what he must do. The Cereans need a Jedi of their own to protect them from people like Zon. He allows the Dark Woman to take Ki away for training. (To be continued below . . .)

(***Vow of Justice***)

Star Wars (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

Vow of Justice (comic series: Peet Janes & Jan Strnad)

Vow of Justice, Part I [flashback] (comic: Jan Strnad)

87 BSW4

- *Tem Chesko is born.*

  (conjecture based on *Tales from Mos Eisley: Mostly Automatic*)
- *Full civil war breaks out between Sundari and Garos IV as a result of the destruction of a Garosian grain factory.*

  (conjecture based on *Turning Point*)

86 BSW4

- *Locus Geen is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")

85 BSW4

- *Keriin Haslip is born.*

  (conjecture based on *Turning Point*)
- *To compete with Anchorhead on Tatooine, the settlers at Fort Tusken build Mos Eisley spaceport with the help of a group of Rodian refugees.*

  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

84 BSW4

- *Lord Weston Warsheld begins ruling House Calipsa.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

83 BSW4

- *Riga Lanchenzoor is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate Sector Sourcebook")

82 BSW4

- *Palpatine (the future Galactic Emperor and Darth Sidious) is born on Naboo.**

  (conjecture based on *Episode I: Insider's Guide*)*

***NOTE: At the premiere of *Star Wars: Episode I*—"The Phantom Menace" in the Czech Republic, Rick McCallum specifically stated that Darth Sidious and Senator Palpatine are the same person. (This statement was reported to TheForce.Net by McCallum's translator, Frantisek Fuka, on September 15, 1999.)**

- *Doman Beruss (the male one) is born on Illodia.*

  (conjecture based on *Tyrant's Test*)

- *The Neimoidians become the controlling power within the Trade Federation. One of their first measures is to cease protecting their interests with volunteered ships from member worlds and instead replace that with a dedicated Trade Federation military force. They soon order some Federation freighters to be transformed into battleships.**

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")*

***NOTE: This interprets "decades" as 50 years.**

81 BSW4

- *Neeja Halcyon is born.*

  (conjecture based on *I, Jedi*)

80 BSW4

- *Lud, a Rakaan, is born on Raakaa IV and will grow to be a major Elrood sector crime boss.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *On Tatooine, Mos Espa is established.*

  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Jorus C'Baoth is born on Bortas. (Exact date according to Old Senate Library entry: 4\3\112 P.E.)**

  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (4\3\112 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

- *Neeja Halcyon begins his Jedi training.*

  (conjecture based on *I, Jedi* et al)

79 BSW4

- *Anoon Bondara is born.*

  (conjecture based on *Shadow Hunter* via *TimeTales*, abridged)
- *Qui-Gon Jinn becomes a Padawan Learner.*

  (conjecture based on *The Hidden Past*)
- *Qui-Gon Jinn discovers a small, smooth, Force-attuned rock in the River of Light.*

  (conjecture based on *The Hidden Past*)

78 BSW4

- *Rostek Horn is born on Corellia.*

  (conjecture based on *I, Jedi*)
- *Scerra is born on Corellia.*

  (conjecture based on *I, Jedi*)

77 BSW4

- *On Cularin, Riboga the Hutt makes slaving one of his chief businesses.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

75 BSW4

- *King Cana begins ruling Gala.*

  (conjecture based on *The Mark of the Crown*)

- *The planet Longwind is settled by criminals who had been released after serving their sentences in the prisons of the Old Republic.*
  (conjecture based *Star Wars: The Roleplaying Game*—“Gamemaster Kit” via *TimeTales*, abridged)
- *Qui-Gon Jinn and Didi Oddo meet for the first time.*
  (conjecture based on *The Deadly Hunter*)
- *Drewwa, the third moon of Almania, is colonized.*
  (conjecture based on *The Essential Guide to Planets and Moons* via *TimeTales*, abridged)

74 BSW4

- *Tra’Parr’Sratt is born (presumably on Coyn).*
  (conjecture based on *Out of the Cradle*)

73 BSW4

- *Kassar Kosciusko is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken’s Rebel Operatives")

72 BSW4

- *Shmi Skywalker is born.*
  (conjecture based on *Episode I: Insider's Guide*)
- *Mace Windu is born.*
  (conjecture based on *Episode I: Insider's Guide*)
- *The planet Kegan is visited by offworlders for the last time until Qui-Gon Jinn, Obi-Wan Kenobi, Adi Gallia, and Siri Tachi visit the world thirty years later.*
  (conjecture based on *The Fight for Truth*)

70 BSW4

- *Seti Ashgad is born.*
  (conjecture based on *Planet of Twilight*)
- *Tal Anavere is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken’s Rebel Operatives")
- *Dutra Zeneta is born.*
  (conjecture based on *Cracken’s Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #10)
- *Members of the H'kig Religion flee to Rishi to avoid persecution..*
  (conjecture based on *The Essential Guide to Alien Species*)
- *A series of accidents on ships using the substandard ores mined on Tatooine causes mining to cease on the planet, bringing planet-wide economic depression. Many of the sandcrawlers end up in the hands of the Jawas.*
  (conjecture based on *Star Wars: The Roleplaying Games*—“Secrets of Tatooine”)
- *The* Tatoo III *space station orbiting Tatooine crashes into the planet, due to being built of a metal that randomly becomes magnetic to the ores found on Tatooine.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos
  Eisley")

69 BSW4

- *Clat'Ha is born.*
  (conjecture based on *The Rising Force*)

68 BSW4

- *Andreas Pell is born.*
  (conjecture based on *Before the Storm*)
- *Dalla Solo is born to Korel Solo. Dalla will later take the name "Dalla Suul" and then "Dalla the Black."*
  (conjecture based on *The Paradise Snare*)
- *Stalnus is born on Rior.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Essara Till is born on Naboo to a prominent family.*
  (conjecture based on *The Starfighter Trap*)
- *Bail Organa is born.*
  (conjecture based on Jimmy Smits' age via *TimeTales*, paraphrased)
- *Neeja Halcyon becomes a Padawan Learner.*
  (conjecture based on *The Rising Force*'s general dating for when this event happens in a Jedi's career)
- *The ship that will one day belong to Tem Chesko is built on Cirus II.*
  (conjecture based on *Tales from Mos Eisley: Mostly Automatic*)

67 BSW4

- *Nym is born.*
  (conjecture based on *Starfighter* via *TimeTales*, abridged)
- *Hesh Verbon is born on Naboo.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")*

***NOTE: This interprets her being in her "thirties" 32 BSW4 as being 35.**

- *The man who will come to bear the stolen identities of "Tarrence Chenati" and "Kern" while under the employ of Vox Chun is born around this time.*
  (conjecture based on *Deceptions*)

66 BSW4

- *Dorja is born on Coruscant.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Gilad Pellaeon is born on Coruscant.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Dren Melne is born on Naboo.*
  (conjecture based on *The Starfighter Trap*)
- *The Skywalker family's vessel is attacked and boarded by pirates, separating the family and landing at least one of them (Shmi) in slavery. She will eventually become the property of Pi-Lippa.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" *novelization*)
- *The* Radiant VII *is launched for the first time.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" version of *Incredible Cross-Sections*)

65 BSW4

- *Borun Call is born.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Raith Sienar is born.*
  (conjecture based on *Rogue Planet*)
- *Nields' cousin (who will later be his caregiver) is born on Melida/Daan.*

(conjecture based on *The Defenders of the Dead*)

- *The Hutts come to Tatooine, settling mostly around Mos Espa. With them they bring slavery and crime, but a revitalized economy. Podracing quickly becomes a key entertainment element in Mos Espa. They soon establish the New Quarter in Mos Eisley, while the Old Quarter turns more and more to crime.*

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

- *Leaving from Cirus II in his ship, Tem Chesko is heading for home when an asteroid damages the ship, taking out the hyperdrive. It will now take approximately 60 years for him to get home. (To be continued below . . .)*

(***Tales from Mos Eisley: Mostly Automatic***)

Tales from Mos Eisley (comic: Bruce Jones)

Tales From Mos Eisley (comic: Bruce Jones)

Mostly Automatic [flashback]

64 BSW4

- *Wilhuff Tarkin is born on Eriadu.*

(conjecture based on *Star Wars Encyclopedia* and Peter Cushing's age during *A New Hope*)

63 – 58 BSW4

- *Jorus C'Baoth attends Mirnic University. (Exact date according to Old Senate Library entry: 6\4\95 to 4\32\90 P.E.)**

(conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the Exact Date quoted here (6\4\95 – 4\32\90 P.E.) is Zahn's erroneous dating based on when he believed the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

63 BSW4

- *Xanatos is born on Telos.*

(conjecture based on *The Captive Temple*)

- *Korgath is born.*

(conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)

61 BSW4

- *Parc Winger is born to Davodan and Radelia Winger.*

(conjecture based on Charlene Newcomb's website)

- *Xanatos is taken by Qui-Gon Jinn to train as a Jedi.*

(conjecture based on *The Dark Rival*)

- *The last election for governor of Gadrin on Cularin is held. No one really minds this, since all major decisions are ratified by the populace anyway. The governor left in charge is Barnab Chistor.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

- *Verga Mer Mining Company (established by Verga Nus and Mer Stodiz)establishes a settlement on Tilnes, a moon of Cularin, for mining.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")

- *The Senate operative (no-name) known as Tarrence Chenati dies. Twenty years from now, an operative for Offworld Mining will reinstate this identity by stealing it and using it for an operative on Centax 2.*

(conjecture based on *Deceptions*)

60 BSW4

- *Prince Beju Tallah is born on Gala.*
  (conjecture based on *The Mark of the Crown*)
- *The* Millennium Falcon *is constructed (pre-modifications).*
  (conjecture based on assumption that it was already old, for a starship, when Han Solo
  acquired it, but not one of the first ones off the line, which would make it hundreds of years old)
- *Neeja Halcyon becomes a full Jedi Knight.*
  (conjecture based on *I, Jedi* and *The Krytos Trap*)
- *On Tatooine, Tosche Station is constructed.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Verga Mer Mining Company, after a year of success on Culari*n*'s moon of Tilnes, is granted a charter.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Ki-Adi-Mundi receives lightsaber training under Master Yoda, in the final year of his apprenticeship. When finished with his training, he prepares to return to Cerea. (To be continued below . . .)*
  (***Prelude to Rebellion***)
- *Ki-Adi-Mundi leaves Yoda for Cerea seeking justice, against the advice of Master Yoda. Upon arrival on Cerea, he remembers his youth and the evil of Bin-Garda-Zon. He returns to his home village and tells them of his adventures away from home. Finally, he asks his father about Bin-Garda-Zon and is told that Zon no longer raids villages with his gang, but the raiding parties continue. Ki heads to the raiders' camp, planning to challenge Zon to battle, only to find that Zon had been challenged years before in the Khana for leadership of the raiders and lost to a woman. She points out Zon, who has wasted away and is now the oorg-tender for the tribe. The female chief accepts Ki's challenge, meant for Zon, and takes his "beating the leader with both hands tied behind his back" boast literally. Ki's hands are bound and he is beaten mercilessly by the chief. While he is bound and held captive, Ki is assaulted by Zon, prompting him to use the Force to escape. He confronts the chief again and bests her in combat. He then orders the tribe to disperse or face him again. They do so, except for Zon, who hurls a knife at Ki, which he easily deflects. Knowing that being so inconsequential is a worse fate for Zon than anything Ki could do to him, Ki leaves Bin-Garda-Zon and heads for home.*
  (***Vow of Justice***)

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

Prelude to Rebellion (comic series: Peet Janes & Jan Strnad)
Prelude to Rebellion #0 [flashback] (www.starwars.com comic: Peet Janes)
Prelude to Rebellion, Part II [flashback] (comic: Jan Strnad)
Prelude to Rebellion, Part III [flashback] (comic: Jan Strnad)

Vow of Justice [continued] (comic series: Peet Janes & Jan Strnad)
Vow of Justice, Part II [flashback] (comic: Jan Strnad)
Vow of Justice, Part I (comic: Jan Strnad)
Vow of Justice, Part II [continued] (comic: Jan Strnad)
Vow of Justice, Part III (comic: Jan Strnad)

59 BSW4

- *Quinlan Vos is born on Kiffex.**

(conjecture based on information found at www.starwars.com)*

***NOTE: This assumes that Quinlan is 27 in TPM, which would make him just a couple of years older than Obi-Wan, but not quite 30.**

- *Neeja Halcyon marries Scerra.*
  (conjecture based on *I, Jedi* and *The Krytos Trap*)
- *A massive earthquake renders the world that the pirates who stole the old Gandle Ott space station call home a dead world. The station is left abandoned in orbit.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")*

***NOTE: This assumes "over 100 years ago" can be rounded to 101 years before TDC:TKO, which I've then taken 34 away from for this event.**

58 - 56 BSW4

- *Jorus C'Baoth studies at the Jedi Academy on Kamparas. (Exact date according to Old Senate Library entry: 2\15\90 to 8\33\88 P.E.)**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the Exact Date quoted here (2\15\90 – 8\33\88 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

58 BSW4

- *Leed is born to King Frane and his wife on Rutan.*
  (conjecture based on *The Shattered Peace*)
- *Darsha Assant is born. She is either abandoned or orphaned very soon.**
  (conjecture based on *Shadow Hunter*)*

***NOTE: This assumes that Darsha is 25 when she is ready to move from Padawan to Jedi Knight, the same age Obi-Wan Kenobi was.**

- *Bossk is born on Trandosha.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook")
- *Jad Winger is born to Davodan and Radelia Winger.*
  (conjecture based on Charlene Newcomb's website)
- *Retter Lewis is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *The Yinchorri join the Republic Senate and begin dabbling outside their own system, using interstellar technology, probably stolen.*
  (conjecture based on *Jedi Council: Acts of War*)
- *It is rumored that Ki-Adi-Mundi discovers Quinlan Vos and takes him to Coruscant for Jedi training during this time.**
  (conjecture based on information found at www.starwars.com)*

***NOTE: This background was completely rewritten by flashbacks in *Darkness, Part II*.**

- *On Tatooine, a Hutt has taken control of the B'omarr temple. This Hutt discovers the monks living within and hopes that their "enlightenment" techniques can be the downfall of the Desilijic Hutts. He purposely loses the palace to Zorba the Hutt, but Zorba only stays long enough to loot the place. He then turns the palace over to his son, Jabba the Hutt, who comes to Tatooine, but only stays in there long enough to issue some orders before making Mos Espa his home of choice.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

57 BSW4

- *Obi-Wan Kenobi is born on Tatooine.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Core Rulebook")

- *Aurra Sing is born on Nar Shaddaa. Her Force-attunement is discovered as an infant, and she is taken to Coruscant for Jedi training by the Dark Woman.**
  (conjecture based on information found at www.starwars.com)*

***NOTE: This assumes that Aurra Sing is 25 in TPM.**

- *Daine Winger is born to Davodan and Radelia Winger.*
  (conjecture based on Charlene Newcomb's website)
- *Taroon is born to King Frane and his wife on Rutan.*
  (conjecture based on *The Shattered Peace*)
- *Khameir Sarin, the Zabrak who will become Darth Maul, is born on Iridonia. Very soon after his birth, Darth Sidious (AKA Palpatine) arrives on Iridonia and takes the child to raise as his own Sith Apprentice. He gives the child the name "Maul," in preparation for his eventual title "Darth Maul."**
  (conjecture based on *Star Wars: Journal*—"Episode I: Darth Maul")*

***NOTE: This information has been confirmed in the *Darth Maul* journal. The name Khameir Sarin, however, was not in the journal. The name comes from the foreign editions of the Virtual Encyclopedia (I'm assuming the *Insider's Guide*). It was cut from the English edition, but made it through to be officially "printed" in the foreign markets. This also assumes that Maul and Obi-Wan were the same age in TPM.**

- *Bruck Chun is born.*
  (conjecture based on *The Rising Force*)
- *Alani and Eritha are born to Ewane and his wife on Apsolon. Their mother dies shortly after their births.*
  (conjecture based on *The Ties That Bind*)
- *Vana Sage is born on Alderaan.**
  (conjecture based on *Starfighter Aces* article found in *Star Wars Gamer* #2)*

***NOTE: This assumes Vana is 25 in *Starfighter*.**

- *The Old Republic base on Dweem is abandoned. It's security is left in the care of sentry droids known as Iron Knights, who remain undisturbed (except for intrusions by local wildlife) for the next sixty years.*
  (conjecture based on *The Monsters of Dweem*)

56 BSW4

- *Cerasi is born on Melida/Daan to the Melida, Wehutti, and his wife.*
  (conjecture based on *The Defenders of the Dead*)
- *Nield is born on Melida/Daan to the Daan, Micae, and his wife.*
  (conjecture based on *The Defenders of the Dead*)
- *Obi-Wan Kenobi begins training under Master Yoda.*
  (conjecture based on *The Rising Force*)
- *Nerra Ziveri accepts the last student he will ever accept to the Almas Jedi Academy, a Wookiee named Kirlocca.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *The Jedi watchman of the Kiffu/Kiffex system, Master Tholme, discovers that the son of Quian and Pethros Vos, Quinlan Vos, has Jedi potential. He tells Kurlin Vos, the Sheyf, but Tinte says he should remain on Kiffu as a Guardian. Kurlin somewhat agrees and allows Tholme to begin Quinlan's training on Kiffu, even though he is a bit older than most beginning students.**
  (conjecture based on *Darkness*)*

***NOTE: This background from *Darkness, Part II* totally contradicts the original origin story given on starwars.com. It is presumed this is the correct one. For this entry, I have assumed that Quinlan is 27 in TPM, and that the events in this entry took place when he was about 3 years old, old enough to be "a little old" for Jedi training to begin.**

- *Darsha Assant is discovered to be Force sensitive. She is brought to the Jedi Temple on Coruscant.**
  (conjecture based on *Shadow Hunter*)*

***NOTE: This assumes that Darsha is 25 when she is ready to move from Padawan to Jedi Knight, the same age Obi-Wan Kenobi was.**

- *Nerra Ziveri, the Jedi Master in charge of the Academy on Almas, finally penetrates the aura of the Dark Side on Almas. He sends a message to Lanius Qel-Bertuk, telling him to take charge of the academy. Then Ziveri vanishes from known space and the senses of all Jedi. His fate remains a mystery.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *After Nerra Ziveri is already gone, Klis Joo comes to Almas on Ziveri's invitation. Instead of teaching at the Jedi Academy, though, she finds that her place is in the town of Forard, where she will soon become governor.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *S-4QD is sent to Tilnes, a moon of Culari, as a representative of the droids on Uffel.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")*

***NOTE: This rounds over two decades on Tilnes to 25 years.**

- *Jorus C'Baoth begins studying under an unknown Jedi Master. (Exact date according to Old Senate Library entry: 9\88 P.E.)**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (9\88 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

55 BSW4

- *O-Nena is born on Kegan.*
  (conjecture based on *The Fight for Truth*)
- *Siri Tachi is born.*
  (conjecture based on *The Captive Temple*)
- *Reeft is born.**
  (conjecture based on *The Captive Temple*)*

***NOTE: This assumes that Reeft was 13, like Obi-Wan was, when he was chosen as a Padawan.**

- *Braithe Winger is born to Davodan and Radelia Winger.*
  (conjecture based on Charlene Newcomb's website)
- *Mar Balayan is born.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Yeorg Captison is born on Bakura.*
  (conjecture based on *Truce at Bakura*)
- *Darth Vader is rumored to have been born.**
  (conjecture based on pre-"The Phantom Menace" articles)*

***NOTE: This is, of course, *only* a rumor. We learn in *The Phantom Menace* that Anakin Skywalker was born 41 BSW4. I include this as a rumor because until TPM, most sources gave this date for Anakin/Vader's birth, based on the *Guide to the Star Wars Universe*. I tend to think of this as what the galaxy at large thought of Vader's origins, since his identity as Anakin Skywalker was a secret, hence the "Darth Vader is rumored to have been born" instead of "Anakin Skywalker is rumored to have been born."**

- *Chewbacca visits Kashyyyk for the last time before meeting Han Solo.*
  (conjecture based on *The Hutt Gambit*)
- *While on Kashyyyk, Chewbacca is confronted by Tojjevvuk, an albino Wookiee who wishes to marry Mallatobuck. The only problem is that Malla only has eyes for Chewie. Tojjevvuk dishonorably attacks Chewie with his claws, but when Chewie challenges his honor, he follows Chewie over the edge of a walkway and is thrown (by Chewie) into the lowest regions of the Kashyyyk forest, where an abundance of deadly predators make it very* bad *to have white fur. Shortly after the death of Tojjevvuk, his family arranges for Chewbacca to be captured by Ssoh and his fellow Trandoshan slavers. Aboard Ssoh's ship, Chewbacca is placed with*

*other Wookiees, and leads them in putting aside their differences and escaping. Chewie rips off Ssoh's limbs (which will regenerate eventually) in the escape. (To be continued below . . .)**

(***Chewbacca***)*

***NOTE: The *Attichitcuck* story had to have taken place in the post-Mallatobuck tribute period, but since it seemed like it was far closer to Chewie's wedding than the earlier story, I placed it during this last trip home. The *Ssoh* story is added here on the assumption that the family seeking vengeance was Tojjevvuk.**

Chewbacca [continued] (comic series: Darko Macan)*

Chewbacca, Part II [flashback] (comic: Darko Macan)*

Chapter 2: Attichitcuck [flashback]*

Chapter 3: Ssoh—"A Slaver's Lot" [flashback]*

***NOTE: The *Attichitcuck* story had to have taken place in the post-Mallatobuck tribute period, but since it seemed like it was far closer to Chewie's wedding than the earlier story, I placed it during this last trip home. The *Ssoh* story is added here on the assumption that the family seeking vengeance was Tojjevvuk.**

54 BSW4

- *Tork Winger is born to Davodan and Radelia Winger.*
  (conjecture based on Charlene Newcomb's website)
- *Rhys Dallows is born on Naboo.*
  (conjecture based on *The Starfighter Trap*)
- *Opit-Wenbruh is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #11)
- *Naem Yrros is born.*
  (conjecture based on *The Occupation of Rhamalai*)
- *Beru Whitesun is born.*
  (conjecture based Shelagh Frasier's age via *TimeTales*, paraphrased)
- *Darsha Assant, after two years living at the Jedi Temple, officially begins Jedi training at the age of four.**
  (conjecture based on *Shadow Hunter*)*

***NOTE: This assumes that Darsha is 25 when she is ready to move from Padawan to Jedi Knight, the same age Obi-Wan Kenobi was.**

- *The royal hunting lodge on Rutan is last inhabited (until the arrival of Drenna fifteen years later).*
  (conjecture based on *The Shattered Peace*)
- *Jorus C'Baoth finishes his Jedi training late in the year and becomes a full Jedi. (Exact date according to Old Senate Library entry: 3\6\86 P.E.)**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (3\6\86 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

53 BSW4

- *Bant Eiren is born on Calamari.**
  (conjecture based on *The Captive Temple*)*

NOTE: *The Captive Temple* appears to take place in 44 ASW4. That story says Bant is 11. *Deceptions* agrees that she is 11, and says she is 12 at the time of that story. That would make *Deceptions* take place at 43 ASW4, right? Wrong. The first half of *Deceptions* supposedly takes place 12 years before the second part, where we see Anakin at age 12. This would put the earlier part of *Deceptions* at 41 BSW4, thereby moving *The Captive Temple

- *Tarn Innis is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *While on Novar 3, Kassar Kosciusko receives a slash across his face that leaves a rather noticeable scar.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives”)

- *Essara Till begins to tire of the Naboo educational system’s focus on the arts and philosophy.*
  (conjecture based on *The Starfighter Trap*)
- *Q2-2D buys Riboga the Hutt’s interest in the mines of Uffel.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Living Force Campaign Guide”)
- *The Bith Opera that will perform* The Brief Reign of Future Wraiths *on Coruscant twenty years from now begins touring.*
  (conjecture based on *Cloak of Deception*)
- *On Culari*n, *Riboga the Hutt loses his operation to his assistant, Nirama, in a sabacc game. Riboga is happy to lose and returns to Nal Hutta. Nirama makes several moves to change the organization, including putting a stop to slaving operations, a move from which Hlisk Squin barely escapes. His envoy to the smuggler groups is Len Markus, while his envoy to other planets in the system is Nadin Paal, who had hoped to go straight with Riboga’s departure, to no avail. In Riboga’s absence, the Central Council on Genarius actually begins working* more *efficiently.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Living Force Campaign Guide”)

52 BSW4

- *Jar Jar Binks is born on Naboo.*
  (conjecture based on *Episode I: Insider's Guide*)
- *Del Hunter is born.*
  (conjecture based on *Passages*)
- *Garm Bel Iblis is born on Corellia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Bolabo Hujaan is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives”)
- *Rith Tar’ak is born.*
  (conjecture based on *Cracken’s Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #11)
- *Yaana is born on Senali to Meenon and his mate.*
  (conjecture based on *The Shattered Peace*)
- *The Republic experiences an outbreak of Toli-X. Shortly thereafter, a vaccine is created, all but eliminating the disease from the galactic proper.*
  (conjecture based on *The Fight for Truth*)
- *On Sorrus, government agents approach Goq Cranna’s tribe. They propose the building of a dam, saying both the government and the tribe will benefit. Ona Nobis, a member of the tribe, is a strong voice in favor of the dam. Finally, the tribe votes to allow the dam. It is built, stripping the tribe of water and leaving them with very little hope for survival from the land, but unable to leave to more fertile areas where stronger tribes rule. The tribe soon discovers that Ona Nobis was in collusion with the government. She leaves them, effectively banished. Ona Nobis continues on away from Sorrus as a bounty hunter, while, within the tribe, her name becomes one seldom spoken.*
  (conjecture based on *The Evil Experiment*)
- *Patch Bruit begins working for Lommite Limited.**
  (conjecture based on *Saboteur*)*

***NOTE: This rounds almost 20 years to 19 years.**

- *Two Duinuogwuin star dragons arrive on Shatuun and go into seclusion to reproduce and raise their offspring.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign:
  The Kathol Outback")
- *The* Freedom's Messenger *is built bat the Corellian Engineering Corporation's shipyards and commissioned by the Chandrilan government as a diplomatic vessel.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *Quian and Pethros Vos are killed by a group of Anzati. The remains of their ship is found on Kiffex. To determine the nature of their killers (and presumably to break young Quinlan Vos' mind to make him useless to the Jedi), Tinte has him use his psychometric powers to read and relive his parents' deaths through his mother's Guardian emblem. For three days, Quinlan screams. Kurlin is apalled and allows Master Tholme to take Quinlan to Coruscant for full Jedi training to cleanse and heal his mind. Once he is on Coruscant, Tholme goes back to being Jedi watchman of the Kiffex/Kiffu area.**
  (conjecture based on *Darkness*)*

***NOTE: This background from *Darkness, Part II* totally contradicts the original origin story given on starwars.com. It is presumed this is the correct one. For this entry, I have assumed that Quinlan is 27 in TPM, and that the events in this entry took place when he was about 7 years old, "several years" after he first begins training, which was presumed to be when he was 3 years old.**

51 BSW4

- *V-Davi is born on Kegan.*
  (conjecture based on *The Fight for Truth*)
- *Leed, eldest son of the Rutanian ruler King Frane, is sent to Senali to live with the family of Senalis ruler Meenon in accordance with the tradition which has ensured peace between Rutan and Senai for generations.*
  (conjecture based on *The Shattered Peace*)
- *Essara Till, feeling her piloting skills are being wasted on Naboo, leaves Naboo for adventures in the galaxy at large. She soon discovers that the galaxy that she had thought was so peaceful has a much darker underbelly than she had ever expected. Her first adventures are in the swoop racing circuit. She then becomes a pilot. At one early point, she is piloting for Agamar.*
  (conjecture based on *The Starfighter Trap*)
- *On Melida/Daan, Micae's widow (Nields' mother) leaves Nields with a young cousin and goes into battle against the Melida. She dies. Shortly thereafter, the Melida invade the cousin's village, but Nields and his cousin escape.*
  (conjecture based on *The Defenders of the Dead*)
- *On Melida/Daan, Micae and his three eldest sons (i.e. all but Nields) go into battle with the Melida. All four die.*
  (conjecture based on *The Defenders of the Dead*)
- *Jorus C'Baoth begins serving as advisor to Senator Palpatine of Naboo. (Exact date according to Old Senate Library entry: 6\79 P.E.)**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (6\79 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

- *Billey becomes a smuggler.*
  (conjecture based on *The Smugglers Alliance*)

50 BSW4

- *Airen Cracken is born on Contruum.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Field Guide")

- *Valyn Halcyon (later Hal Horn) is born to Neeja Halcyon and Scerra.*
  (conjecture based on *I, Jedi*)
- *Ohran Keldor is born.*
  (conjecture based on *Children of the Jedi*)
- *Par Lankin is born on Desstious.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Sayer Mon Neela is born.*
  (conjecture based on *The Capture of Imperial Hazard*)
- *Qui-Gon Jinn takes Xanatos as his Padawan learner.**
  (conjecture based on *The Captive Temple*)*

***NOTE: This assumes Xanatos was 13 at the time.**

- *Abav Ghart becomes a pirate.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume One")
- *Alijah Orr becomes a customs officer. He will never take a bribe in the next 50 years of service.*
  (conjecture based on the *Lumrunners*)
- *Fabritech becomes a leading starship sensor developer.*
  (conjecture based on *The Essential Guide to Vehicle and Vessels*)
- *A more violent nationalist movement begins in Anomid society.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--Enemies and Allies")
- *Neeja Halcyon and Rostek Horn become partners.*
  (conjecture based on *I, Jedi*)
- *Scouts discover the Bosph species.**
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #13)*

***NOTE: This rounds several decades to 50 years.**

- *Kinnin Vo-Shay, noted gambler, escapes his fame by heading into the Tyus Cluster. His ship, the* Ashanda Ray *ends up caught between the area's black holes, in a place where time does not flow as it does normally. He will eventually meet a trapped Jedi Master named Aryzah who will help him escape within the next 50 years (well, 50 years outside the area).*
  (conjecture based on *The Last Hand*)
- *Prospectors on Cona discover that the Arcona natives are easily addicted to salt. The prospectors begin to trade salt for land, earning profits and addicting the species.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The Arkanians have transformed (or are still transforming) the primitive Yaka into greatly intelligent beings via cybernetic technology. Many Arkanians protest this move, but the Arkanian Dominion approved the project. Those opposing the project, the Arkanian Renegades, create a mercenary army (part droid and part organic) to stage a coup. The coup fails, and the Renegades escape to set up shop as bounty hunters.*
  (conjecture based *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook" and *The Essential Guide to Alien Species*)
- *Feeling she has something to prove to the Besadii Clan, Gardulla the Hutt comes to Tatooine, setting up operations in Mos Taike. Her ventures are a success, but instead of being allowed to go home now that she has proven herself, she is*

forced to remain on Tatooine to keep the Desilijic Clan, led locally by Jabba the Hutt, from taking over Besadii turf. She is advised to allow Jabba to court her, but as time passes, she grows tired of his attention and her de facto exile to Tatooine and begins go get into gambling and slave-trading.

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

- *Ahrisa begins to become a popular food item.*

  (conjecture based on *The Dangerous Rescue* via *TimeTales*, paraphrased)
- *On Tolea Biqua on Genarius in the Cularin system, a Bimm information broker named Ginder has come across the head of a protocol droid, L8O-RC. The droid used to be an inventory taker for Riboga the Hutt and contains information about safehouses and storehouses that Riboga left behind when he left the system, effectively becoming a treasure map for Riboga's supplies. When Ginder begins to be shadowed by several groups wanting to acquire the head, he calls upon some friends for help. He wants them to take the head away from Genarius, so the he can be safe. As they discuss the matter in the Falling Rodian, a local cantina, they are approached by a group of military goons (Teck Randon, Kirla Shorg, and Joq Landhauler) under orders from Colonel Jir Tramsig. After some arguing over the ownership of the head, another group arrives, Trandoshans sent by Nirama. The argument over the head turns into a bar brawl. When only one group, our heroes, remains standing, they try to escape with the head, but find themselves confronting droids from Uffel, who want the head as well. When the droid causes the head to begin a countdown to self-destruct, only quick thinking saves both the head and the lives of the heroes, who escape with their prize.*

  (***Head Trip***)

Head Trip (RPG: Jeff Grubb)*

Head Trip (RPG: Jeff Grub)*

Ginder's Story
The Military Guys
Things Get Interesting
Out On the Street

***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**

49 BSW4

- *Sylvn is born to Ki-Adi-Mundi and Mawin on Cerea.*

  (conjecture based on *Prelude to Rebellion*)
- *Pter Thanas is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Rorworr is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Deel Surool is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Ebenn Q3 Baobab is born.*

  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *An outbreak of Toli-X, which is curable in the Republic, occurs on the isolationist Kegan. The population is decimated. Among the dead are the parents of V-Davi. After their deaths, V-Davi is sent to the Learning Circle, two years ahead of when he would normally have been admitted.*

  (conjecture based on *The Fight for Truth*)
- *Neeja Halcyon begins training his son, Valin Halcyon in Jedi arts.*

  (conjecture based on *I, Jedi*)
- *While travelling through the Republic under the protection of Qui-Gon Jinn, the Baron of the Vena System dies of heart failure. Quite illogically, the grieving Baroness Omnino blames Qui-Gon and begins a great hatred for Jedi.*

(conjecture based on *Qui-Gon and Obi-Wan: Last Stand on Ord Mantell*)

- *The Varristad mining dome collapses. 250,000 people die and Jemba the Hutt makes a fortune taking over mining rights to the area.*
  (conjecture based on *The Rising Force*)
- *Tork Winger joins the Old Republic Army. His assignments take him away from Garos IV.*
  (conjecture based on *Mission to Zila*)
- *The Marzoon Confederacy joins the Republic, having signed a treaty aboard the* Freedom's Messenger*.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)

48 BSW4

- *Mon Mothma is born on Chandrilla.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Toba is born to Neesada Bari and Bullba.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Arani Korden is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Gornt Seron is born on Korbin.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Gaen Drommel is born on Oplovis.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Arndall Lott is born on Kwenn.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Leger Demain is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *On Kegan, O-Yani's grandson, V-Onin, is sent to the Re-Learning Circle, never to be seen or heard from again.*
  (conjecture based on *The Fight for Truth*)
- *Grumby becomes a career naval officer.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")
- *Mammon Hoole pays a visit to his friend Karke, a Phindian on Phindar.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *On Melida/Daan, Nields' caregiver/cousin is called to fight for the Daan. She dies in the battle, leaving Nields alone in the world, except for the Young, whom he meets after a short while.*
  (conjecture based on *The Defenders of the Dead*)
- *On a trip to Ord Namurt, Aurra Sing, age 9, is captured by pirates, who fill her with lies about the Jedi. The lies combine with her own natural fears and cause her to leave the Jedi Order. She will come to live on the fringe, learning martial arts and hunting skills, soon becoming a pirate herself.**
  (conjecture based on information found at www.starwars.com)*

***NOTE: This assumes that Aurra Sing is 25 in TPM.**

47 BSW4

- *Lohn Genden is born on Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

- *Sena Leikvold Midanyl is born on Corellia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Sia-Lan Wezz is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Galak is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Rann I-Kanu is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *Aayla Secura is born.**
  (conjecture based on *Heart of Fire*)*

***NOTE: This assumes she is 13 when taken as a Padawan like Obi-Wan, that Quinlan Vos became a Knight and took her as a Padawan at age 25 like Obi-Wan, and that Quinlan is 27 in TPM.**

- *Jedi Knight Sharad Hett (AKA "Howlrunner" AKA "Champion of Krmar" AKA "Defender of Kamparus" AKA "Hound of Worlds" AKA "Nemesis of the Kimm") returns to his homeworld to find that it has been decimated by offworld enemies. Grief-stricken, he leaves Coruscant and heads for the Outer Rim, where he crash-lands on Tatooine. The Jedi Council presumes him dead. Shortly after his arrival, he is taken in by the Tusken Raiders, mates with K'Sheek, and becomes the father of A'Sharad Hett, whom he will soon begin training as his Padawan.**
  (conjecture based on *Outlander*)*

***NOTE: Usually, I put births at the start of each year's events, but since A'Sharad's birth fits into Sharad Hett's adventures during this period, it made far more sense to include it in this item.**

- *Yoda has reservations about Qui-Gon Jinn's choice of Xanatos as his Padawan learner, and suggests that they undertake one last mission before Xanatos is fully under his care. They are sent to Telos, Xanatos' home planet, where they meet with Xanatos' father, Crion, who had grown in great strides, in both power and wealth. Crion was the planet's governor, more of a monarch than a leader by the people. Xanatos begins to resent his choice to leave this lifestyle to pursue Jedi training. Crion realizes this and offers Xanatos the chance to join him. Using Xanatos as an agent of his machinations, Crion enrages the people of Telos, and they rise against Crion's regime. A civil war erupts, with Xanatos leading the government's army. Qui-Gon kills Crion during the final battle at the governor's quarters, enraging Xanatos. Xanatos takes his father's sliced ring and presses the hot metal to his cheek, creating the broken circle scar he would bear for the rest of his life to match the hatred he holds for Qui-Gon Jinn from that day forward. Xanatos has turned to the Dark Side.*
  (conjecture based on *The Dark Rival* and *The Captive Temple*)
- *Qui-Gon Jinn and Tahl are sent to Apsolon, where the ruling minority, the Civilized, have just been effectively defeated in a somewhat bloodless revolution by the working majority, the Workers. The Jedi are here to keep an eye on the first free elections to be held. During the elections, Tahl forms a bond with Alani and Eritha, the daughters of Ewane, a Worker leader. Ewane is elected Supreme Governor, and despite Tahl's reluctance to leave the girls without being certain that the Civilized enforcers, the Absolutes, are gone for good, she and Qui-Gon leave the planet, which is renamed New Apsolon.*
  (conjecture based on *The Ties That Bind*)
- *Ozz, future King of the Ugnaughts of Cloud City, is freed from bondage after being a slave for the first 100 years of his life.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 3: The Empire Strikes Back, Second Edition" via *TimeTales*, verbatim)
- *The Melida and Daan on Melida/Daan begin trying to work together to form a government. They build the Unified Congress Building as the house of government.*

(conjecture based on *The Uncertain Path*)

- *A small amount of mekebve spores, a pollen that most mammals are highly allergic to, made during this year eventually will fall into the hands of Bossk.*
  (conjecture based on *The Prize Pelt: The Tale of Bossk*)
- *Padme Naberrie Amidala is born on Naboo.**
  (conjecture based on various *Episode I* materials)*

***NOTE: Usually, I would have put this at 46 BSW4, since she is 14 in TPM, but since there are some major events, like *A Summer's Dream*, which take place while she's 14, but *before* TPM, we either have to assume she was born at the very, very end of 47 BSW4, or that TPM takes place not at 32 BSW4, but maybe 31.5 BSW4. Since we are specifically told over and over again that TPM is taking place at 32 BSW4, this is the only way to make Amidala's age work in all cases, if we're assuming exactly 32 years between TPM and ANH.**

46 BSW4

- *Blaine Harris is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Dane is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")
- *The* Smoking Blaster *enters service.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Gamemaster Handbook")
- *Ivpikkis joins the Ssi-ruuvi military.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Dannik Jerriko begins working, off and on, for Jabba the Hutt.*
  (conjecture based on *The Anzati*)
- *The Katana Fleet vanishes into hyperspace.*
  (conjecture based on *Dark Force Rising*)
- *The Candorian plague is eradicated.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Gilloma begins teaching at the University of Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Now that Quinlan Vos is ready to become a Padawan, Master Tholme ends his duties as Kiffex/Kiffu watchman and takes him as his Padawan.**
  (conjecture based on *Darkness*)*

***NOTE: This background from *Darkness, Part II* totally contradicts the original origin story given on starwars.com. It is presumed this is the correct one. For this entry, I have assumed that Quinlan is 27 in TPM, and that he becomes a Padawan at 13.**

- *Anoon Bondara takes Darsha Assant as his Padawan learner.**
  (conjecture based on *Shadow Hunter*)*

***NOTE: This assumes that Darsha was the same ages as Obi-Wan Kenobi (12 and 25) when she was taken as a Padawan and when she was ready to move from Padawan to Knight.**

- *The son of the Advozsec warlock Tulak returns to Koba to claim the world as his inheritance. Upon arrival, he is faced with Yaddle, who duels the young would-be despot, finally ending in killing him when he is knocked down on his own knife. The world is free, as Yaddle's former master, Polvin Kut, was originally attempting to make it. Yaddle will soon leave to rejoin the Jedi. (To be continued below . . .)*
  (***Yaddle's Tale: The One Below***)

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)

Yaddle's Tale: The One Below [flashback] [continued] (SWT5 short story: Dean Motter)

45 – 43 BSW4

- *Jorus C'Baoth helps oppose a Dark Jedi insurrection in on Bpfassh. This will come to be confused with a later battle at Bpfassh during which a Dark Jedi escapes to Dagobah, during the Clone Wars. (Exact date according to Old Senate Library entry: 7\77 to 1\74 P.E.)**

  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (7\77 – 1\74 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above, and has thus been translated into a corrected date. The extended explanation about the "confusion" with this and the Clone Wars event is meant to allow us to both believe the Clone Wars backstory about the Dark Jedi, Yoda, and Car'das, while still being able to stay true to the dates given for C'Baoth's life history.**

45 BSW4

- *Brandei is born on Mantooine.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Berren Sid Te is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Deke Holman is born.*

  (conjecture based on *Uhl Eharl Khoehng*)
- *O-Lana is born to V-Nen and O-Melie on Kegan.*

  (conjecture based on *The Fight for Truth*)
- *Cryle Cavv is born.**

  (conjecture based on *Small Favors*)*

***NOTE: The backstories for both Cryle Cavv and his nephew Sienn Sconn are somewhat convoluted. At the time of *Small Favors* which must, by default, take place between the *Executor*'s creation and ESB, Cavv's bio says he is 47, which puts his birthdate, since the story is at 2 ASW4, here at 45 BSW4. However, in his bio for *Two for One*, which apparently takes place around the events of *The New Rebellion* at 17 ASW4 (post Daala and mentions a series of bombings on the New Republic), it says that at that point he's over 65. I'm assuming that the information in *Two for One*'s bio is incorrect, since if it were, then that story would have to take place *after* the peace with the Imperial Remnant, which wouldn't make a whole lot of sense, given the events of *Two for One*.**

- *Senator Palpatine funds long-range Deep Core exploration, greatly increasing the number of safe hyperspace routes through the region.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Yaana, daughter of the Senalis king, Meenon, is sent to Rutan in accordance with the exchange of firstborn children that has kept Rutan and Senali at peace for generations.*

  (conjecture based on *The Shattered Peace*)
- *Leed wins the All-World Games on Senali.*

  (conjecture based on *The Shattered Peace*)
- *Keriin Haslip takes over her father's family business.*

  (conjecture based on *Turning Point*)
- *Obi-Wan Kenobi begins being called "Oafy-Wan" by fellow Jedi student Bruck Chun.*

  (conjecture based on *The Rising Force*)
- *Neeja Halcyon earns the title of Jedi Master.*

  (conjecture based on *I, Jedi*)
- *The Melida girl Deila is last seen by her mother, having joined the Young on Melida/Daan.*

  (conjecture based on *The Defenders of the Dead*)
- *As the Jedi Council prepares to induct Yaddle into its ranks, Yoda questions whether or not Yaddle is ready. To convince Yoda, Even Piell tells the story of*

how Yaddle came to be imprisoned by the Kobans and how she regained her freedom. Yoda still has his doubts, but agrees to abide by the majority decision and support Yaddle's entry to the council.

(***Yaddle's Tale: The One Below***)

- *Twelve-year-old (almost thirteen-year-old) Obi-Wan Kenobi is finishing up his last days as a Jedi pupil under Master Yoda at the Jedi Temple on Coruscant. He spends one night dueling fellow Jedi pupil Bruck Chun. The duel emphasizes, yet once again, that Obi-Wan holds the impatience and anger that could threaten his future. He has only weeks to be taken as a Padawan to a Jedi Knight, and with Qui-Gon Jinn's arrival the next day, Obi-Wan's last chance is fast approaching. After defeating Bruck, Bruck manages to make it appear that Obi-Wan ambushed him in a hallway. The Jedi Council takes Bruck's word and Obi-Wan must let go of his wish to be a Jedi Knight and embrace his fate as a member of the Agri-Corps. Yoda helps him to duel before Qui-Gon, but the Master does not take Obi-Wan as his Padawan, as he is haunted by the memories of his first (and last) Padawan, Xanatos. Obi-Wan is to travel to Bandomeer for his first assignment, just as Qui-Gon is being sent to the same planet (aboard the same ship) on orders from the Supreme Chancellor. Aboard the ship, Obi-Wan encounters Grelba the Hutt, a member of Offworld Mining and subordinate of Jemba the Hutt, who beats him up. He survives and is taken to the infirmary where he meets Clat'Ha, leader of the Arcona Harvest mining group on the ship, and is reunited with Qui-Gon. The ship seems to be divided in half, with Offworld on the one side, and Arcona Harvest on the other. When Arcona Harvest's supplies are sabotaged, Offworld is to blame, so Obi-Wan, defying Qui-Gon (because Qui-Gon isn't technically his Master) goes into Offworld territory to find the missing parts, only to create an increase in tensions with no positive result. Shortly thereafter, a group of Togorian pirates invades the ship. Qui-Gon, Clat'Ha and Offworld forces repel the invaders while Qui-Gon pilots the damaged ship to an unknown planet. Once on the planet, Jemba steals the dactyl needed by the Arconans to survive and offers to give them dactyl in return for them becoming his slaves. Obi-Wan talks them (though his new friend Si Treemba) into not bowing to Jemba. When the rest of the Arconans follow suit, he tries to protect them from Jemba, while Qui-Gon heads for a cave where he believes the dactyl to be stored. He is nearly killed in the attempt by both draigons and Grelba. Grelba and his men are eaten by the dactyls, but Qui-Gon makes it back to shelter (in a cave where the passengers and crew have taken refuge from a rising tide), just in time to find Obi-Wan about to battle Jemba. Qui-Gon and Obi-Wan are pulled away, though, to defend the group from the draigons. With everyone, including the newly healed Arconans battling for their lives, the draigons are repelled. The ship is repaired, the Arconans and other Offworld slaves are freed, and the ship makes its way, finally, to Bandomeer. Upon arrival, Qui-Gon receives a note, explaining why* he *was asked for personally. The note is from Xanatos.*

(***The Rising Force***)

- *On Bandomeer, Qui-Gon Jinn worries over his past mistakes with Xanatos, while Obi-Wan Kenobi prepares for his stint with the Agri-Corps and Bandomeer's "Enrichment Zones." Qui-Gon meets with SonTag, governor of Bandomeer, and VeerTa, leader of the Home Planet mine. He learns that the government and other mining operations live in fear of Offworld Mining, but they did not send for him. It would appear that Xanatos faked the message that brought him to Bandomeer. They are to meet with Offworld's representative the next day. That morning, Obi-Wan leaves for his Agri-Corps assignment, while SonTag, Qui-Gon, and VeerTa meet with Offworld's representative, Xanatos, at an alternate site. Xanatos tries to appear benign, but Qui-Gon is wary. Xanatos seems to be wanting peaceful relations. Suddenly, the Home Planet Mine experiences a massive explosion. (It was the original meeting place, by the way.) They rush to*

help, and shortly thereafter, Xanatos offers Offworld resources to help rebuild the mine. In the Enrichment Zone of his assignment, Obi-Wan is reunited with Si Treemba (sent by Clat'ha to check on Agri-Corps dactyl operation) and is led around on spore tour by RonTha. They, escaping RonTha, find a hidden storage area with Offworld munitions and one other box, marked with the same broken circle that adorned Xanatos' note and Xanatos' cheek. When he contacts Qui-Gon about it, though, Qui-Gon cannot do anything about such circumstantial evidence. Qui-Gon then learns that the explosion opened an ionite vein, which could make them all rich, assuming they can keep Offworld from moving in on their business. Qui-Gon cannot join their venture, but he will protect them, as always. Making their way back to the storage room, Obi-Wan and Si Treemba intend to investigate the strange box. While Si Treemba is asleep, Obi-Wan sneaks into the room and is attacked by Xanatos' men and taunted by Xanatos himself. They capture Obi-Wan and he is knocked out. Qui-Gon, not knowing of these events, makes his way to Offworld's headquarters and into Xanatos' office. Unable to decode Xanatos' computer files, he confronts Xanatos outside the office. They duel, but when Xanatos pulls out Obi-Wan's lightsaber, Qui-Gon uses the Force to reclaim it and leaves the battle to find Obi-Wan. After speaking with Si Treemba, Qui-Gon makes his way to a mining platform in the ocean, where Obi-Wan has been taken. Obi-Wan had managed to befriend a fellow slave named Guerra, but gotten into trouble. He is just being tossed overboard when Qui-Gon arrives and rescues him. They make it through part of the platform and are going to rescue Si Treemba, but they are attacked first. Qui-Gon manages to use the Force to deactivate a collar Obi-Wan is wearing that was set to explode upon escape. All prisoners wear these, and if they cannot free Guerra now, they will deactivate the collars from shore. They escape and fulfill that promise, then head for Bandor. They believe that Xanatos has fled into the mine, still in repair, and proceed after him, even though they still cannot remove the collar from Obi-Wan's neck. They find and duel Xanatos, but just as Xanatos is cornered, he escapes up a hidden lift tube, after setting a bomb to explode in the mine to wipe out much of Home Planet's operation. The Jedi are then sealed into a section of tunnel. Obi-Wan decides to use the Force to cause his collar to explode (with him still wearing it) to blow open the door and let Qui-Gon deactivate the bomb. Qui-Gon and Obi-Wan engage in a battle of wills, with Obi-Wan wanting to rearm the collar and Qui-Gon trying to stop him, until Qui-Gon uses the Force to close the broken circle logo on the door and it slides open easily. During the exchange, though, Qui-Gon called Obi-Wan "Padawan" . . . They find the bomb with less time left than Qui-Gon will need to disarm it, but Obi-Wan thinks quickly and uses ionite to stop the timer, due to its electronic interference. They make it out safely, the bomb disarmed, and meet with VeerTa and SonTag. Qui-Gon knows that the planting of the bomb had to have been an "inside job," and he reveals that it was VeerTa who was in league with Xanatos. With the crisis on Bandomeer resolved (but Xanatos still at large), Qui-Gon Jinn takes Obi-Wan Kenobi as his Padawan learner, and the two prepare to depart from Bandomeer.

(***The Dark Rival***)

- *King Cana of Gala dies, but not before revealing to Queen Veda that he has an illegitimate daughter named Elan.*

(conjecture based on *The Mark of the Crown*)

Yaddle's Tale: The One Below [continued] (SWT5 short story: Dean Motter)

Yaddle's Tale: The One Below [continued] (SWT5 short story: Dean Motter)

Jedi Apprentice (youth novel series: Dave Wolverton & Jude Watson)

The Rising Force (youth novel: Dave Wolverton)

Chapters 1 – 24

Afterword

The Dark Rival (youth novel: Jude Watson)

Chapters 1 – 19

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- *Irenez is born on Corellia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Ackbar is born on Calamari.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Berri is born to Mazie and her mate on Ryloth. Soon after Berri's birth, they move to Tatooine to get away from the slave raids on Ryloth.*
  (conjecture based on *Jedi Quest: Path to Truth*)
- *Afyon is born on Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Ulric Tagge is born.**
  (borrowed, with thanks, from Christopher McElroy's *TimeTales*)*

***NOTE: The name "Ulric" is from the Marvel Comics Timeline, and should be taken with a grain of salt. Also, I believe that Chris used an actor's age (Don Henderson) again to derive this age, but I haven't been able to find a filmography for him, so I can't be sure.**

- *Honi is born. She soon goes to the Jedi Temple to begin training.*
  (conjecture based on *The Captive Temple*)
- *Leed wins the All-World Games on Senali a second time.*
  (conjecture based on *The Shattered Peace*)
- *Tork Winger returns to Garos IV.*
  (conjecture based on *Mission to Zila*)
- *The SoroSuub transport that comes to be called the* Sea Killer *is constructed.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for the *Sea Killer*, found on the Wizards of the Coast website)
- *The seven planets of the factory system Kol Hurro, devoted to turning out defense systems and starships, manufacture universal combat droids for a petty and vicious tyrant, who is vanquished by the Republic.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *Qui-Gon Jinn and Obi-Wan Kenobi prepare to leave Bandomeer on Obi-Wan's thirteenth birthday. Qui-Gon gives Obi-Wan a rock from the River of Light on his home planet as a gift. The two are to head for Gala and make sure that the planet's first elections since the reign of the Beju-Tallah dynasty began go smoothly. Some think that Prince Beju, heir to the throne if elections hadn't been called for, may disrupt the proceedings in his favor. They board a ship piloted by a Phindian who does not introduce himself. Once on their way to Gala from Bandomeer, the voyage is interrupted by a fuel leak and enemy spacecraft, forcing them down on Phindar, the pilot's home planet. As the pilot conveniently vanishes, the Jedi are attacked by assassin droids, but manage to escape. In the marketplace of the Phindian capital, Laressa, they notice that most shops are closed due to shortages. A short way into their observations, they are met again by the pilot, who takes him to meet his brother, who turns out to be Guerra Derida, the Phindian Obi-Wan met on Bandomeer. The pilot is his brother Paxxi. They tell the Jedi of how the planet is under subjugation by the Syndicat, led by Baftu and Terra. The Syndicat controls the shortages and as a result controls the populace. Those who do not follow them are "renewed," similar to a memory-wipe for a droid. The Deridas want the Jedi to help them break into a Syndicat storehouse to reveal the Syndicat's supplies of items to the Phindian populace and start a revolt. Before the Jedi can agree, assassin droids close on their position and they must escape. They escape the droids but are "caught" by the Deridas' friend (and fellow rebel Phindian) Kaadi. She tells them all that Prince Beju of Gala is coming to Phindar to meet with Baftu and Terra to procure a*

supply of bacta to bring back to Gala, where there is a manufactured shortage. He wishes to appear to be a hero to win the election. In return, he will offer support to the Syndicat. With the Gala connection, the Jedi feel they have little choice but to agree to the Deridas' plan. They make it into the Syndicat headquarters with little trouble (owing to some help from a Phindian named Duenna), but must face off with several floater-riding guards inside. They defeat the guards and find a secret entrance nearby that leads to the stored supplies kept from the Phindians and a locked door to the Syndicat treasury. The Deridas' could break through the treasury lock easily . . . if they had their anti-register that Paxxi invented, which imitates fingerprint identification. The Syndicat took it from them a while back, so they must reclaim it before taking back the treasury full of Phindian loot. They are on their way out when they hear Terra ordering Duenna to attend to her, and learn that Duenna serves Terra personally. The Derida brothers tell the Jedi that Duenna is their mother and Terra is their sister, who was renewed. The next day, the Jedi and Phindians make their way to the storehouse holding the anti-register. They split into two pairs—Qui-Gon and Paxxi, and Obi-Wan and Guerra. Guerra and Obi-Wan find the device, but are about to be captured (for Guerra's stolen uniform being in the wrong place at the wrong time), so Obi-Wan switches uniforms with Guerra and sends Guerra to find Qui-Gon and Paxxi and escape. Obi-Wan is captured and brought to Weutta, head of security. Weutta takes him before Baftu, who barely acknowledges his presence, since he's arguing with Terra about Prince Beju and the forthcoming alliance. Terra is left to deal with Obi-Wan and orders his renewal. Qui-Gon and the Phindians, having had to leave without Obi-Wan, wait the next day for Duenna, who is to bring news of Obi-Wan's whereabouts. She informs them that Obi-Wan has been renewed and Qui-Gon's heart sinks. Aboard a Syndicat transport, though, Obi-Wan is alive and his memory intact. He had found that the stone Qui-Gon gave him appeared to be Force-sensitive and by concentrating on that and his memories, he defeated the renewal process. The ship dumps him on Gala, where he is supposedly doomed to wander the rest of his few days. He manages to make it to the shuttle Prince Beju is about to leave for Phindar on, and hijacks Beju, taking the ship to Phindar. He locks Beju in a cargo hold and takes Beju's clothes. He arrives on Phindar and pretends to be Beju, meeting with Baftu in plain view of a sea of onlookers, including Qui-Gon, Paxxi, Kaadi, Guerra, and plenty of rebel Phindians. Qui-Gon and Obi-Wan sense each other and are reassured. Obi-Wan demands to have the bacta loaded before dinner, buying time for the others to break into the treasury and warehouses. The Jedi and Phindians liberate the treasury and warehouses, supplying the revolutionaries, while Baftu takes "Prince" Obi-Wan to the headquarters. There, they meet Terra, who tries to reveal Obi-Wan's identity, but when they find the treasury empty, Baftu decides that Terra is a traitor and executes her on the spot. After Baftu and Obi-Wan leave, Qui-Gon and Guerra emerge from the shadows and go to her. She dies in Guerra's arms, but not before remembering that he is her brother. All the players converge outside the headquarters, where Qui-Gon and Obi-Wan help lead an open revolt among the newly armed and supplied Phindians. Kaadi is shot once, but a killing blast is stopped when Paxxi uses the anti-register to block it, destroying the device. In the chaos, Baftu tries to escape, but when Obi-Wan calls his guards' attention to the fact that he is abandoning them, they will not help him. Baftu is defeated, but just as he must surrender, the ship lifts off, piloted by Prince Beju, who has escaped from the cargo hold. The Jedi know they can do nothing with Beju at the moment, so they stay focussed on Phindian affairs. A week later, a provisional government is in power on Phindar, awaiting a free election shortly thereafter, in which both Derida brothers proclaim they will run. They say their goodbyes and the Jedi prepare to leave Phindar for Gala. As they leave the Deridas, Obi-Wan thanks Qui-Gon for the Force-sensitive stone and

tells him of how it helped him. "Force-sensitive?" Qui-Gon asks, "What do you know? I thought it was just a pretty rock." Obi-Wan has a long way to go before he fully understands his Master.

(***The Hidden Past***)

- *Obi-Wan Kenobi and Qui-Gon Jinn arrive on Gala to oversee the election of a new planetary governor after centuries of rule by the Tallah dynasty. The leading candidates are Prince Beju Tallah (son of Cana and the current queen, Queen Veda Tallah), Deca Brun, and Wila Perammi. They meet with Veda and learn that she will not betray her son, though she does not believe he is the best candidate. She also informs them of a "wild card" in the election, the hill people who are led by Elan, who, unbeknownst to her, is the daughter of King Cana and rightful heir to the throne of Gala, not Beju. The true heir (Elan) should bear the Mark of the Crown, but Beju has not been tested because the Council of Ministers wants him to be the next ruler anyway. Veda tells them this because she is now dying, it seems. She wishes the Jedi could speak with Elan and convince her to come with her people to vote, but the Jedi are not allowed out of Galu, the capital city. Beju bursts in with Lonnag Giba, Head of the Council of Ministers. They challenge the Jedi's presence based on lies about what happened on Phindar. Veda declares that they will stay, but they cannot leave the palace without an escort, a boy named Jono Dunn. All of Veda's talk of her legacy on Gala causes Obi-Wan and Qui-Gon to both ponder their own legacies and choices, though they do not tell each other of their thoughts. That night, Qui-Gon sneaks out of the palace to go to the hill country and find Elan. Obi-Wan is left to deal with the elections and pretend Qui-Gon is simply unavailable. A few days later, Jono confronts Obi-Wan with his fear that Obi-Wan believes him to be a spy, and the boys become friends. Later, Jono tells him of Deca Brun and his hopes for Gala. That night, Obi-Wan chances upon Queen Veda while walking alone and realizes by her description of her illness that she may be being poisoned by someone in the palace. He keeps Veda from eating that night and the next day sneaks some of the food to a substance analyzer. In the hill country, Qui-Gon is set upon and injured by raiders, but saved by Elan and her people. He is taken back to their camp to heal and escape a coming storm. As Elan works to heal him, he reveals her true heritage, but she rejects it. He calls Obi-Wan to let him know his status and Obi-Wan relates his theories on Veda being poisoned. Qui-Gon suggests that Jono might be in league with Giba or Beju (who would have motive), but Obi-Wan cannot believe it. That night, Obi-Wan tries to stop Veda from being poisoned, but is stopped by Giba and Beju, who accuse him of covering up Qui-Gon's mysterious absence. Veda tells them that she sent Qui-Gon to get Elan and that Elan is Beju's half-sister, but Beju refuses to believe it and when Veda turns to Giba for corroboration, Giba lies and says that it is not true. Obi-Wan must flee for his life. Jono takes Obi-Wan to Deca Brun's headquarters, but when the workers all leave for a rally, Obi-Wan discovers (in a holofile) that much of Deca Brun's funding is coming through Galacian Mining Corporation, a front for Offworld Mining Corporation, the company run by Qui-Gon's former apprentice Xanatos. A worker discovers his snooping and tosses him in a freezer. In the hills, Qui-Gon is about ready to leave, but before doing so, he helps Elan defend her people from forces under orders from Giba. They defeat the army forces at Moonstruck Pass and the hill people help rescue and treat the wounded servicemen, who reveal Giba's involvement in the strike. Elan agrees to go with Qui-Gon and her people to Galu. In Galu, Jono rescues Obi-Wan and they head for the substance analyzer, from whom they learn that the queen is being poisoned by a natural substance from the Galacian sea region, where, coincidentally, Jono happens to be from (and would still be if not for the Dunn family's tradition of serving the Tallah dynasty). Obi-Wan realizes that Jono is the poisoner and confronts him. Jono is afraid of losing his place in the palace and is poisoning the*

queen in revenge and under the direction of someone else. Obi-Wan escapes him and ends up running into Beju, whom he duels with real swords (since Obi-Wan's lightsaber had been confiscated). The duel is interrupted by Council Member Viso, who takes them to a special room where Beju is shown that he does not *bear the Mark of the Crown. Beju orders the arrest of Giba, who has been acting against the queen and Jedi on his behalf, while manipulating Beju himself. The hill people, Elan, and Qui-Gon arrive in Galu. Elan goes to see Wila Perammi, while Qui-Gon meets with Obi-Wan. Giba then appears and states that the warrant for his arrest is invalid because it is signed by Beju, not Veda. Giba brandishes Obi-Wan's lightsaber but is disarmed by Qui-Gon. It is then revealed that Giba was promised a place of power in Deca Brun's administration if he would help Brun find funding—which is where Offworld came into play. Veda intercedes and orders his arrest herself. The election is held and Wila Perammi, with the support of the hill people, wins by a landslide. Afterwards, Viso takes Elan and Beju aside and shows Elan that she bears the Mark of the Crown. The two begin the slow process of getting to know each other, like siblings separated at birth. Qui-Gon and Obi-Wan, with their own internal issues about their legacies resolved through introspection about the Galacian conflict, prepare to leave Gala.*

(***The Mark of the Crown***)

Jedi Apprentice [continued] (youth novel series: Dave Wolverton & Jude Watson)

The Hidden Past (youth novel: Jude Watson)

Chapters 1 – 20

The Mark of the Crown (youth novel: Jude Watson)

Chapters 1 – 18

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- *Lon Donell is born on Prefsbelt.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Rethorn is born on Ithor.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Mahwi Lihnn kills a corrupt government official on her homeworld and is forced to leave the planet. She becomes a bounty hunter..*

  (conjecture based on *Shadow Hunter*)
- *Jorus C'Baoth assumes (i.e. is not* given*) the title of Jedi Master. (Exact date according to Old Senate Library entry: 4\3\74 P.E.)**

  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (4\3\74 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

- *Mawin begins to suspect that Sylvn holds much anger within her. (To be continued below . . .)*

  (***Prelude to Rebellion***)
- *Jedi Master Tahl is sent to Melida/Daan to sue for peace.*

  (conjecture based on *The Defenders of the Dead*)
- *Leed and Drenna tie for first place in the All-World Games on Senali.*

  (conjecture based on *The Shattered Peace*)
- *While on a visit to his homeworld of Rutan, Prince Leed is imprisoned for refusing to join King Frane's hunting excursions on the basis of his Senalis-born love for all lifeforms. While he is in the prison, a small animal manages to disrupt sensors in the security grid, prompting a shutdown, which Leed will later remember when trying to free Yaana from that very same prison a year later.*

  (conjecture based on *The Shattered Peace*)

- *War breaks out again between the Melida and Daan on Melida/Daan.* (conjecture based on *The Uncertain Path*)
- *Qui-Gon Jinn and Obi-Wan Kenobi arrive on Melida/Daan, in search of the Jedi Knight Tahl who had been sent to sue for peace, but been captured. The planet (alternately called "Melida" by the Melida, "Daan" by the Daan, and "Melida/Daan" by the politically-correct Republic) is embroiled in constant warfare. Though no one remembers the original cause of the fighting, the Melida and the Daan continue to wage war on each other, as they have for centuries. They avenge battles that avenge battles that avenge battles and so on. The Jedi have not been invited, but are there simply to find Tahl and get her out safely. They are to meet with Wehutti, Yoda's Melida contact. Once they stash their Galacian starfighter away, they make their way toward Zehava, the only remaining major city. The city itself is composed of an inner area (the Melida zone) and an outer ring (the Daan area), and then all is surrounded by a security grid (deflection towers). They find a way inside the security field, only to be set upon by snipers. Upon defeating the snipers in battle, they learn that the leader is Wehutti, who had thought they were Daan forces. He leads them through Daan territory and finally to the Melida base, where he turns on them and tries to take them hostage instead of trying to help them negotiate for Tahl's release. Obi-Wan and Qui-Gon escape with the help of a coalition of Daan and Melida children known as the Young, who live in tunnels below the city. The Jedi had noticed that there were no middle-age people in the city. This is because that entire generation has died in the constant warfare. The Young wish to create peace by forcing the Daan and Melida to concede to negotiations and peace, or face the Young. They meet the leaders of the Young, a boy named Nield and a girl named Cerasi, both Obi-Wan's age. They agree to help the Jedi reclaim Tahl in return for the Jedi not contacting either elder side, which will allow them to stage diversionary attacks with augmented toy weapons. In this way, they hope to convince both sides that the other is attacking and raid the weapons storehouses in the confusion, so that they can force a peace if necessary. Obi-Wan gets caught up in the passion of the moment and the cause. He goes with some of the Young when the diversions take place, making him an active participant in the conflict, which Qui-Gon does not believe is appropriate. Shortly thereafter, while the Melida battle phantom Daan and vice versa, Obi-Wan, Qui-Gon, and Cerasi break into the Melida prison and save Tahl, though she has been blinded and otherwise injured in her time in custody. In the coming days, as the Melida and Daan consider the peace demands of the Young (who are now armed with the local weaponry), Qui-Gon and Obi-Wan tend to Tahl, waiting until she is well enough for them to head back to Coruscant. Obi-Wan is caught up in the cause, though, and does not desire to leave. Qui-Gon tells him that they* must *leave, but he calls Yoda to ask permission to return after they take Tahl to medical facilities. Yoda denies Qui-Gon's request. When Tahl is well enough to travel, Qui-Gon tells Obi-Wan that they will leave the next day. The Young know that their network of runaways and orphans outside the city security field will be thousands strong and could help them force a peace if only the security towers could be shut down. Knowing that the starfighter they arrived in may be their only hope of getting Tahl off of Melida/Daan, Obi-Wan warily agrees to take Nield and Cerasi with him to the starfighter and destroy the towers. While they are doing this the next morning, Qui-Gon calls together Wehutti (who, by the way, is Cerasi's father) and Gueni, the leaders of the Melida and Daan, respectively, and their cohorts, in the hopes of convincing them that they should join together to sue for peace with the Young. They reluctantly agree, all the while knowing that they have reinforcement supplies coming in from outside the city which will let them attack their own children. The reports of the towers' destruction and the approaching legions of Young finally reach the meeting place and they agree to meet with the*

Young leaders to attempt to make peace for the first time in generations. Shortly thereafter, Obi-Wan and Qui-Gon argue over the merits of staying and a Jedi's mission while the Young and elders meet. The meeting turns out to be an attack and many Young are wounded. The Young decide to strike back. In the confusion, Qui-Gon loses sight of Obi-Wan, but proceeds to take Tahl to the starfighter. The Young learn that the elders now have three reinforcement starfighters on their side and need Obi-Wan to use the Jedi's starfighter to shoot them down. Obi-Wan agrees, caught up in the moment, and heads for the starfighter. At the starfighter, Obi-Wan and Qui-Gon square off with words and then draw their lightsabers. Neither can take the step necessary to force a duel, so they both lower their weapons. Qui-Gon will not let Obi-Wan use the starfighter, but Obi-Wan will not abandon the Young. Obi-Wan gives Qui-Gon his lightsaber, accepts that staying on Melida/Daan means he will no longer be a Jedi, and tells Qui-Gon that he will be staying with his new friends in his new home. Qui-Gon cannot force him to leave, so Qui-Gon takes Tahl in the starfighter and they leave Melida/Daan as Obi-Wan rushes back to join the fight for the planet . . .

(***The Defenders of the Dead***)

- *The Stark Hyperspace Wars take place. During the battle, the forces of the Old Republic were devastated after the death of the Jedi Master who was leading them. The Jedi Plo Koon rose to the occasion, taking up the mantle of the fallen Master and rallying the Republic's troops for an unlikely and miraculous victory.*

(conjecture based on information posted on starwars.com via *TimeTales*, verbatim)

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

Prelude to Rebellion [continued] [flashback] (comic series: Peet Janes & Jan Strnad)

Prelude to Rebellion, Part III [continued] [flashback] (comic: Jan Strnad)

Jedi Apprentice [continued] (youth novel series: Dave Wolverton & Jude Watson)

The Defenders of the Dead (youth novel: Jude Watson)

Chapters 1 – 19

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

The Stark Hyperspace War [flashback] (comic series: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part I [flashback] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part II [flashback] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part III [flashback] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part IV [flashback] (comic: John Ostrander) [forthcoming]

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- *Seek is born, most likely on Tatooine.*

(conjecture based on reports of the shooting script to *The Phantom Menace*)

- *Drextar Pym is born on Exarga.*

(conjecture based on *A Taste of Adventure: Countdown to Disaster*)

- *The planet Maken Te is besieged by a civil war. A Republic peace-keeping force is dispatched to quell the violence and restore the planet's society.*

(conjecture based on *Star Wars: Episode I*—"The Phantom Menace" novelization via *TimeTales*, verbatim)

- *Ewane is re-elected as Supreme Governor of New Apsolon, then murdered. He is succeeded by Roan, a former member of the Civilized class. Some believe he was behind the assassination, though, and the world is again thrown into turmoil.*

(conjecture based on *The Ties That Bind*)

- *Rufus Trammel leaves Blathar III. After he does, a non-native virus wipes out many species, except for specimens Rufus has with him. He sells some back to the government, making about 3,000,000 credits. He then comes to Dorumaa in his search for wildlife. It is said he even contacts Velin Wir, but the Metatheran Cartel is silent on the matter.*

  (conjecture based on Rufus Trammel profile on www.wizards.com)
- *Drextar Pym is born on Exarga.*

  (conjecture based on *A Taste of Adventure: Countdown to Disaster*)
- *Jenna Zan Arbor is told in confidence by Senator Uta S'orn that her son, Ren S'orn, is Force-sensitive. Arbor, seeking to study the Force and harness its power, approaches Ren. He volunteers for an experiment for her, which he'd be paid for. He is taken to her lab on Simpla-12, where he is tested and his blood drained for testing. When he finally leaves for a break, he tells his friends of the antitoxins housed in the lab and that they could steal them and give them to the Jedi to get to needy individuals. He is, however, scared to death of Arbor. He returns to Arbor, and during his captivity, Arbor blackmails Uta into doctoring Senate records to allow Arbor to release a plague as a test in the Mindemir water supply after bribing Mindemir officials. A short time later, it would seem Ren tried to escape from Arbor, and was killed by bounty hunter Ona Nobis. Ren's body is found drained of blood. News of his death reaches his mother. Uta blames herself for Ren's death, since it was her decision not to let him go to the Jedi Temple for training, which may have given him the necessary Jedi skills to avoid his fate. Arbor's hand in his fate will remain, for the moment, unknown to Uta.*

  (conjecture based on *The Deadly Hunter*, *The Evil Experiment*, and *The Dangerous Rescue*)
- *Reeft is chosen to be the Padawan as Binn Ibes.*

  (conjecture based on *The Captive Temple*)
- *On Melida/Daan, Obi-Wan Kenobi, Nield, Cerasi, Mawat, and Roenni prepare to destroy the entire Elder starfighter squadron (which wasn't much to begin with). They prepare with their traditional exchange:*

  Cerasi: All we need is timing and luck.
  Obi-Wan: Who, us? We don't need luck.
  Nield: Everybody needs luck.
  Obi-Wan: Not us.

  The attack is successful, officially winning the Young/Elder war. On Coruscant, Qui-Gon Jinn participates in a training duel with the young Jedi student Bruck. He speaks to Yoda, who suggests that he was too hard on Obi-Wan, and that while he made the decision to save Tahl, he may not have made the right choice for Obi-Wan's sake. On Melida/Daan, in the Unified Congress Building, the Young set up their governing body—a 10-member advisory council led by Cerasi and including Obi-Wan, along with a governor, Nield. With the support of the Middle Generation, they begin to address the problems of rebuilding, destroying old hatreds, and clothing and feeding the populace. Various squads have been set up to facilitate change, with Obi-Wan in charge of confiscating weapons from the populace. Nield's major goal is to eliminate the Halls of Evidence in order to remove their legacy of hatred. The first to be destroyed is the Hall holding the tombstones of Nield's parents. Back on Coruscant, thefts are discovered at the Jedi Temple. Yoda and Mace Windu ask Qui-Gon Jinn and Tahl to look into the matter. Tahl, now blind, has been using the Force to stretch her other senses past normal levels, and has also been saddled with a rather annoying guide droid, 2JTJ (Toojay). Soon, the trainee lightsabers are stolen, including Obi-Wan's, which Qui-Gon stored with the others for safe-keeping. Back on Melida/Daan, the struggle for peace is a rough one. After disarming more Elders, Cerasi and Obi-Wan are called to the Hall on Glory Street, where Nield's teams is ready to

demolish another Hall of Evidence, but a group of Elders, led by Wehutti, Cerasi's father, refuses to allow them to do so. Back on Coruscant, the healing crystals of fire, great Jedi treasures, are stolen. On Melida/Daan, Obi-Wan and Cerasi convince Nield to hold off on the demolition of the Hall, hoping to have a stop action ordered by the Council to save their heritage and move funds and effort to building new housing, not destroying old Halls. Back at the Jedi Temple, Qui-Gon and Tahl interview Bant Eerin and realize that when Tahl smelled the intruder earlier when he had apparently broken into Qui-Gon's room, she had actually smelled the Temple's lake water. They ask Bant to search the lake (since she's a Mon Calamari) for anything suspicious, and she finds a watertight container with the lightsabers (but not the crystals) inside. On Melida/Daan, the Council is deadlocked on the stop action, and Obi-Wan is the deciding vote. He votes for the action, which causes Nield to disavow him as an outsider. The Young begin to shatter into factions. At the Jedi Temple, Qui-Gon and Tahl stake out the lake and soon see Bruck going to and from the bottom of the lake. Qui-Gon tracks him to where he believes Bruck will meet an accomplice, but Toojay accidentally gives his presence away and Bruck goes into hiding. Once back with Tahl, Qui-Gon learns that another individual was tailing him*, while he was tailing Bruck. This someone must be familiar with the Jedi Temple to have been able to roam inside without being noticed. (Could it be a failed Jedi student like Xanatos, or perhaps Xanatos himself?) On Melida/Daan, a group of armed Elders and Nield's group of Young, also armed (most likely from the storage space where the confiscated weapons were taken), face off in front of the Hall of Evidence on Glory Street. As Obi-Wan charges in to stop the coming violence, Cerasi leaps out of hiding and moves between the two forces. Before Obi-Wan can get to her, she is shot (by Nield or by Wehutti?) and killed. Both Nield and Wehutti are shocked, and both sides now have a reason to wage war on each other. Obi-Wan later finds Nield in seclusion and tries to talk to him, but Nield blames Obi-Wan for Cerasi's death, since he didn't get to her in time to save her. Nield has no idea if he is the one who pulled the trigger or not. He sends a message to Coruscant. At the Jedi Temple, Qui-Gon is called before Yoda. When Yoda turns on a holomessage from Obi-Wan, Qui-Gon turns to leave in disgust until he hears Obi-Wan's first words: "Cerasi is dead." Qui-Gon turns back to listen to his former Padawan.*

> *"She was caught in a crossfire between Elder and Young forces. Now each side blames the other for her death. Even Nield is ready for battle. Wehutti's forces have rearmed. My squad has been disbanded. I have no command, no way to convince the others to disarm. I don't know what to do. I am no longer a Jedi. Yet I know what a Jedi can do. And I know that only a Jedi can help. Qui-Gon, I realize I have done harm to us. But will you help me now?"*

Qui-Gon cannot help but realize that Obi-Wan was simply a boy who had made a bad decision. He tells Yoda to call Obi-Wan; he is on his way. When Qui-Gon arrives and meets Obi-Wan, they do not talk of their parting, but only of the current crisis. They go to where Wehutti is hiding and learn that he doesn't believe he shot her either, though he is unsure. Qui-Gon asks Obi-Wan to use the Force to remember the events of Cerasi's death, and they realize that there was a sniper who fired the fatal shot. It wasn't Nield. It wasn't Wehutti. They go to the weapons storehouse and find it empty, save for two Young, Deila and Joli. The two tell Qui-Gon and Obi-Wan that Mawat desires Nield's power, so he armed the Elders and Nield's Young so that any confrontation would be blamed on Nield and he could seize power. Just to make sure conflict started, he put a sniper on the roof to start a confrontation the day Cerasi was shot. It was this sniper that killed Cerasi. Obi-Wan and Qui-Gon split up to find Nield and tell him of Mawat's actions. Qui-Gon doesn't find him, but finds a holomessage from Cerasi in her bed. Obi-Wan finds Nield, and must subdue Nield in order to get the governor to

listen to the truth of Mawat's actions. Nield returns to being Obi-Wan's friend, though he recognizes that his actions have been manipulated and his judgment poor. The two turn and see Mawat's forces approaching, Obi-Wan ignites his lightsaber (brought to him by Qui-Gon in a show of semi-forgiveness), and Nield grabs his vibroblade.

Obi-Wan: Good luck.
Nield: We don't need luck.
Obi-Wan: Everybody needs luck.
Nield: Not us.

The two charge into the oncoming force together, as Deila, Joli, and Roenni arrive with other Young to help Nield and Obi-Wan. Qui-Gon arrives and sees the battle as a no-win situation and stops the battle dead when he uses an amplifier to play Cerasi's last message, from the day she suspected she would die stopping the coming conflict on Glory Street.

"I made my decision after the war ended. I will no longer carry a weapon. I will fight no more in the name of peace But today I may die for it. Do me a favor, friends. Don't build any monuments for me. Don't destroy any, either. History isn't in our favor, but that doesn't mean we should annihilate it. Don't let our dream of peace die. Work for it. Don't kill for it. We fought one war for peace. We always said that one war had to be enough. Don't mourn too long for me. After all, I wanted peace. Look at it this way. Now I have it forever."

With that, the last battle of Zehava is over. With Qui-Gon's negotiational help, a new multi-generational government is set up on Melida/Daan. As peace is restored, Mawat and his followers go into exile. Qui-Gon prepares to leave, and this time, Obi-Wan will go with him. Qui-Gon tells Obi-Wan that he will once again be a Jedi, but whether or not he will become Qui-Gon's Padawan again is still in doubt. As Obi-Wan ponders this painful issue, Qui-Gon's comlink signals him. "What is it?" Obi-Wan asks. "A message from the Temple," Qui-Gon responds. "A message of extreme distress. The Temple is under siege. An attempt has been made to kill Yoda!"

(***The Uncertain Path***)

- *A bomb at the Jedi Temple nearly killed Master Yoda in the Room of a Thousand Fountains. These facts, and those surrounding recent thefts in the Jedi Temple, are relayed to Obi-Wan Kenobi, as he and Qui-Gon Jinn stand before the Jedi Council. Obi-Wan wishes to rejoin the Jedi order and be Qui-Gon's Padawan again, but the Council will not allow him back into the fold as of yet, and wish him to stay out of the investigation. Qui-Gon is also wary of Obi-Wan, knowing that when the bond of trust was broken with his first Padawan, Xanatos, disaster resulted. Obi-Wan goes to talk to Bant Eiren about his situation, and as she consoles him and tells him what his friends are up to these days, they see that a turbolift car above is in danger of dropping, and it could be filled with children! As Bant races to a communication panel (which doesn't work, forcing her to run to the Council chamber), Obi-Wan disregards that he told Bant he would wait below and rushes up to the shaft. He makes his way, carefully, to the ready-to-fall lift car, where he and the caretaker inside, Ali-Alann, begin taking the children out. Qui-Gon and other Jedi arrive. Qui-Gon and several Jedi work as a relay to get the children and Ali-Alann to safety before the lift can fall, while the majority of Jedi Council members use the force to keep it from falling. They successfully save all of the children, and no one is harmed, but while the Council praises Bant for going for help, they scold Obi-Wan for interfering in Jedi matters and for being impetuous enough to put lives in danger by going up to the shaft. Qui-Gon knows they are being too rough on Obi-Wan, but says nothing. Qui-Gon speaks with Miro Daroon, the Temple's resident engineer, so to speak, and they discuss how*

the thefts earlier seem to have had a purpose. They also notice that whoever it is has been messing with the Temple's systems in a distracting fashion. Yoda tells Qui-Gon that this could not have come at a worse time. Two warring worlds are vying for peace, with a shipment of the valuable mineral vertex in the equation. To safeguard the vertex, the Jedi agreed to let it be stored at the Temple. As Qui-Gon prepares to work with Tahl and Miro on figuring out how Bruck Chun and his mysterious accomplice have been navigating through the temple, he notes how Bruck and the intruder have been using a formula that an Outer Rim tyrant once used: Disruption + Demoralization + Distraction = Devastation. (This is the formula that Xanatos' father had used, though Qui-Gon doesn't put the two together.) Obi-Wan decides to get a new comlink (since his other was damaged on Melida/Daan). On his way to see Miro about one, he runs into Siri Tachi, a student he had thought was Bruck's friend, but was really just Buck's competitor. He asks her to tell Qui-Gon if she remembers anything suspicious, but she raves at him about how he has made all Padawans and Padawan-candidates look bad. He continues on to Miro's to find Qui-Gon and Miro talking about the systems failures. It seems that two wings have already had to be shut down, and the only thing to fix it if it continues is to reboot the entire system and check it. The technical mastery required to do this finally puts the last piece of the puzzle in Qui-Gon's mind. He knows who Bruck's controlling partner is: Xanatos. He turns to Obi-Wan and disregards the Council's orders. He wants Obi-Wan with him on the investigation. They go talk to Tahl, who isn't as convinced, until Siri Tachi enters, having remembered Bruck bragging about his family. It turns out that he was bragging about what he thought *was his family (since records are sealed even from students) . . . the family was actually Xanatos' family. This convinces Tahl, and while she looks into Xanatos' Offworld Corporation, Obi-Wan and Qui-Gon prepare to search for Xanatos. Bant bursts in and tells them that she knows how Xanatos and Bruck are moving around—the water tubes! She, Obi-Wan, and Qui-Gon head through the tubes and eventually come to the room housing the water purification tank. And there, rising out of the tank via the Force, is Xanatos. As the unarmed Bant escapes, Qui-Gon and Obi-Wan duel with Xanatos, who keeps them on their toes. Finally, the water begins to be flushed through the system, and the Jedi must leap out of the way, as Xanatos leaps* into *the water flow and escapes. The Jedi realize that Xanatos may have been trying to lead them away from something, and, sure enough, they find his escape vessel right outside the purification room, against the outside wall of the Temple. They also recall Xanatos having a satchel on his back, as if he was cleaning up evidence. Someone had tipped him off that the Jedi would be going through the water system . . . They return to Tahl, who tells them that Offworld is quickly losing money, which leads Qui-Gon to realize Xanatos' double-motive: revenge* and *the theft of the vertex. Tahl's annoying servant droid, TooJay enters, and Qui-Gon makes a realization. He sends TooJay to find Bant before telling Tahl and Obi-Wan that TooJay must be the spy. He was the only other "person" present each time they discussed plans. Qui-Gon has Obi-Wan go get a student his size, Garen Muln. On his way, he runs into Bant and accuses her of trying to take his place as Qui-Gon's Padawan. She runs away, hurt. When Garen and Obi-Warn return, they find Qui-Gon and Ali-Alann waiting. They intend to feed TooJay false information through a conversation Obi-Wan and Qui-Gon will record, and Ali-Alann and Garen, dressed as the former, will play. Just then, Tahl enters and tells them Bant is missing. Xanatos breaks in on the comlink and tells them he will trade Bant's life for his transport. The plan begins and Qui-Gon and Obi-Wan head for the storage area containing the vertex. Xanatos and Bruck enter, as predicted, and former Padawan and former Master attack. As Xanatos takes on both Jedi, Bruck races off to kill Bant. Obi-Wan breaks away and follows. In the storage room, Qui-Gon and Xanatos duel until Xanatos takes the battle up a floor*

to the Council chamber . . . and then leaps out of a window, dozens of stories up. In the Room of a Thousand Fountains, Obi-Wan and Bruck duel. Bruck reveals that he was not chosen as a Padawan, which is what started him down the dark path. Obi-Wan realizes that Bant is being held under water and will soon drown if she doesn't get out (even her species needs air, even if they can breathe underwater for long periods). Obi-Wan and Bruck duel up a high embankment in the room. As the systems that Miro had shut down several minutes ago (seemingly routinely to find the problem), Obi-Wan realizes the water system will be next. He forces Bruck back near a waterfall, and when the water reactivates, it shorts out Bruck's lightsaber. The water knocks him off-balance and he falls to his death. Obi-Wan races back to save Bant, who will be fine. He races off to find Qui-Gon. Elsewhere, Qui-Gon, knowing Xanatos had leaped out onto a ledge that goes around the temple, goes out the window and follows Xanatos, who is making his way to his transport. The two duel fiercely on the ledge until Xanatos tells Qui-Gon that he has set the temple to explode. "What you revere can destroy you," he taunts. Qui-Gon must let him escape (as Xanatos leaps to a passing transport), and race inside to stop the destruction of the Temple, which, due to the wings being closed, will kill all inside. Obi-Wan caches up and they race through service tunnels to the room where Miro is about to bring the fusion furnace fully online. They stop him before he can do it, just in time. Qui-Gon then goes to the furnace and extracts the stolen Healing Crystals of Fire, which would've given the furnace enough energy to blow the Temple apart. Later, Obi-Wan patches things up with Bant, and Tahl convinces Qui-Gon that perhaps Obi-Wan should again be trusted, to form a bond greater than before. Before the matter can go any further, Qui-Gon requests that the Council allow him to pursue Xanatos. The Council refuses. Qui-Gon refuses to follow their directive and tells Obi-Wan he flatly disagrees and will pursue Xanatos himself. Knowing that his choice here may determine if he ever becomes a Jedi again, Obi-Wan makes his decision: "Then I am coming with you."

(***The Captive Temple***)

- *Obi-Wan Kenobi and Qui-Gon Jinn arrive on Telos, home planet of Xanatos, against the Jedi Council's instructions. They have learned about the planet's recent history and intend to investigate the company UniFy, which is suspected of being a front for Offworld, Xanatos' mining company. They learn in the capital city, Thani, about something called Katharsis, which they soon learn is a major gambling/sporting event on Telos. People come from around the world to bet in Katharsis games, with only three select lottery winners being able to compete in the final high-stakes gambling event at the end. The Jedi, pursued by security forces on trumped up charges of being galactic criminals, are forced to take to safety with a thief named Denterus (Den). From Den's box, they view the Katharsis games starting, beginning with a speech from Vox Chun, the world' treasurer and the father of Bruck Chun, the Jedi student who had been seduced by Xanatos to the Dark Side and ended up falling from a ledge to his death in a battle with Obi-Wan. In the speech, which comments on how the Katharsis games profits are to be used to preserve Telos' beautiful natural areas, the Jedi's worst fears are confirmed when Xanatos is introduced as the greatest benefactor of Telos. He isn't in hiding—he's in plain sight. The Jedi leave the games with Den, who shows them to UniFy's headquarters, but they wait until later to enter the premises. Instead, they go to a hotel/safehouse where Den is staying, only to be attacked by security forces, who were after Den, not the Jedi. They all escape and find another safe place to hide, this time with the leader of the POWER (Preserve Our Wild Endangered Resources) Party, Andra. They talk about the situation with the world's natural resources and the possibility that UniFy is mishandling or preparing to exploit them. The Jedi and Den will break into the UniFy building and search their computer files for information tying them to*

resource mishandling or Offworld, which would presume that Xanatos is going to mine Telos using Offworld. They do so, but Qui-Gon notices Den looking up information on Katharsis, not UniFy or Offworld. Den slips away just as the Jedi are captured. They are tried in absentia an sentenced to death. While imprisoned, Qui-Gon finally talks to Obi-Wan some about being so rough on him after the Melida/Daan incident, but they are interrupted when Xanatos comes to gloat. They are taken in a cage to where they will be beheaded, but they are saved by Den and Andra, who arrive on swoops. Xanatos is not amused. Qui-Gon confronts Den about looking up Katharsis instead of Offworld only to discover that Den found out that Katharsis is being controlled by UniFy, since UniFy pretty much controls the government. This means that UniFy effectively controls all public lands. He has also discovered that Katharsis' lottery is rigged, as is who will win the final games. The winner is then informed that he must give half of the winnings back to the Katharsis/UniFy/Government alliance. They devise a plan to expose Xanatos for what he really is. Den prepares to rig the lottery to put him in the final game, while Obi-Wan and Andra (who is actually the only *POWER Party member) go gather evidence of UniFy's presumed connection to Offworld. Obi-Wan and Andra make their way to the Park of the Sacred Pools and discover the beginnings of a full-scale Offworld mining operation, complete with a box of thermal detonators with the Offworld seal (which they make a video record of) and an Offworld supply ship, which is stationed in a Tech Dome. Knowing that Offworld is destroying their world (the waters in the Sacred Pools area is so polluted that it destroys organic material in seconds), they steal the transport and escape. They rendezvous at the Katharsis games, where Den makes his way, as rigged, into the final round and wins. As Xanatos comes out to speak of his own glory (basically), Qui-Gon has the technicians in the arena play the video Obi-Wan and Andra made at the mining site, and Den reveals that the games are rigged. The crowd turns on Xanatos, and he escapes on a swoop, with Obi-Wan and Qui-Gon, also on swoops, in hot pursuit. The Jedi chase Xanatos back to the mining site, where they expect him to take a shuttle away from Telos. They head him off and a duel ensues. As they battle, Xanatos attempts to break Obi-Wan down by talking about how it must've felt to have caused Bruck's death, but Obi-Wan sees through this and presses the advantage. Finally, the Jedi have Xanatos cornered, but he still will not allow Qui-Gon the satisfaction of capturing or killing him. Xanatos leaps into the corrosive waters to his death in a final act of defiance. Things begin to calm after Xanatos' death. Vox Chun is placed in jail, investigations are called on government heads, the corrupt governor resigns, and special elections are held, in which it seems Andra and her POWER Party (which now has flocks of new members) will come into power (with Den at Andra's side). The Katharsis games are also over. As they prepare to return to Coruscant, Qui-Gon and Obi-Wan talk about their bond and rebuilding it.*

Qui-Gon: I know you are on probation and can't be my official apprentice. But you are my Padawan, Obi-Wan. I do not need the Council to tell me so.

Obi-Wan: Then you'll take me back?

Qui-Gon: We will take each other back. I fought our bond from the first. But you knew something I didn't. You knew that some things are meant to be. Now I know it, too. You will make a fine Jedi Knight. I would be proud to continue the journey we started together. I am not saying the way will be easy. We have different temperaments. No doubt we will clash. You will come to challenge me again.

Obi-Wan: I will try not to.

Qui-Gon: You don't understand, Padawan. I look forward to it.

(***The Day of Reckoning***)

- *Siri Tachi is taken as Adi Gallia's Padawan. At about the same time, Obi-Wan Kenobi is officially reinstated as a Jedi Padawan under Qui-Gon Jinn. The two undertake a few exploratory missions to resolidify their bond.*
  (conjecture based on *The Fight for Truth*)
- *Having received a transmission from O-Melie and V-Nen on Kegan, asking the Jedi to see if their child, O-Lara, is Force-sensitive, Yoda sends four Jedi to Kegan. The team consists of Qui-Gon Jinn, Obi-Wan Kenobi, Adi Gallia, and Adi's Padawan, Siri Tachi. They arrive and meet two supposed Hospitality Guides, O-Rina and V-Haad, who work for the isolationist, almost communist, government, headed by O-Vieve and V-Tan. They all go meet with O-Melie and V-Nen, and the Jedi observe O-Lara. The child is indeed Force-sensitive, but it is obvious that the government does not wish O-Lara to leave Kegan. Suspicious and wanting to learn more about Kegan (as per Yoda's instructions), Qui-Gon suggests they walk to their quarters, accompanied by the Guides and parents. On the way, Siri and Obi-Wan slip away to observe more, but are caught by truant officers who believe they are Kegan children, absent from required schooling (i.e. brainwashing) in the Learning Circle. As the Guides hunt for the Padawans, the parents and Jedi Knights head back to the family's home, where they find O-Rina has been taken by "medical technicians," spirited away into the night. As Obi-Wan and Siri are sent into "school" by the officer V-Tarz, and placed into the care of the "educator," O-Bin, Qui-Gon and Adi begin a search for O-Lara by asking to meet with the Benevolent Guides, O-Vieve and V-Tan. They are snubbed and return to V-Nen and O-Melie, who suggest (as if being watched) to meet them in Communications Circle. Washing dishes for speaking out against O-Bin's deceitful teachings in the Learning Circle, Obi-Wan and Siri meet another student, V-Davi, who collects little pets, which is not allowed in the school. They become friends and determine that they must escape soon. V-Davi mentions that his parents died seven years ago in a Toli-X outbreak, which the Padawans know could've been avoided if Kegan had traded with the galaxy at large, which had all but eradicated Toli-X. They keep this information to themselves. Meanwhile, Adi and Qui-Gon meet with the parents again in a non-bugged room. They reveal that the world is under constant surveillance by what amounts to "thought police." O-Vieve and V-Tan have created this kind of "General Good" and false democracy to protect the populace, supposedly. It seems the two Benevolent Guides have had visions of a future in which the Jedi are consumed by a darkness from within, which then sweeps across the galaxy and comes down upon Kegan in a wave of masked soldiers after but one individual leaves Kegan. (Sounds an awful lot like the rise of Palpatine, the Jedi Purge, and stormtroopers, doesn't it?) They also suggest that the Padawans could've been taken to the Learning Circle. Before leaving, the parents, who had contacted the Jedi without the Benevolent Guides' knowledge, plead again for the safe return of their daughter. In order to help those prepared to rise against V-Tan and O-Vieve to make their voices heard, Qui-Gon and a reluctant Adi decide to disable the Central Instruction Processors in the Comm Circle, to stop the eavesdropping. Preparing to escape from the Learning Circle, V-Davi, Obi-Wan, and Siri are unable to carry out their plan when there are two guards on duty instead of one. While making their way back to safety, they discover files talking about a Re-Learning Circle, from which no one returns. The next night, they try again. They make sure they are sent on kitchen duty and then prepare to use the stoves to cause a false infrared reading. They are about to escape when they are discovered by O-Bin and the guards. Only V-Davi's appearance with one of his pets ends up saving the Padawans . . . but V-Davi is sent to the Re-Learning Circle for his disobedience. At the Comm Circle, Qui-Gon and Adi disable the CIP. They also discover more records about the Re-Learning Circle and believe O-Lara has been taken there. They discuss this with O-Melia, V-Nen, and O-Lara's caregiver, O-Yani, but are soon arrested for using the Force to*

cloud the mind of the building's guard. Back at the Learning Circle, the Padawans prepare to find a way to save V-Davi. They complete a track and field course with their Jedi reflexes and then go to class. In class, when they are accused of lying about their times, the other students speak up on their behalf, starting a series of questions against the very nature of the General Good. For their disruption, the Padawans are sent to the Re-Learning Circle. Qui-Gon and Adi meet with O-Vieve and V-Tan, who tell of their visions and then declare that the Jedi must leave Kegan immediately. The Padawans, if found, will be sent later. Needless to say, the two Jedi Knights don't go for this. As the Re-Learning Circle attempts to brainwash the Padawans, the Jedi Knights make their way to their ship. The Padawans break out of their rooms and find V-Davi, telling him the truth of the Toli-X outbreak to break him out of his brainwashed state. As they make their escape, Qui-Gon and Adi out-race Keganite starfighters and race for the Re-Learning Circle. In the Circle, the children find O-Lara, imprisoned, and take her with them. The Knights break in as the Padawans are breaking out, reuniting the four Jedi, with V-Davi and O-Lara at their side. A short time later, the resistance groups on Kegan speak out about the events in the Re-Learning Circle. O-Vieve and V-Tan are voted out as Benevolent Guides and a new council convenes, voting to send an envoy to the Galactic Senate, specifically to bring medical and technological advancements to Kegan, but also to begin interstellar relations. The citizens begin to experience their first taste of a true democracy, and O-Melie and V-Nen decide to send O-Lara to Coruscant for Jedi training, while they take in the orphaned V-Davi. Finally, the Jedi's work is done. As they leave the world, Qui-Gon looks at Obi-Wan and experiences a vision of Obi-Wan as an elder man, alone, living on a desolate planet, with his dark memories as his only companions. (Qui-Gon is seeing Obi-Wan as he will be in the years before the Battle of Yavin.) Qui-Gon shakes off the vision and assures Obi-Wan that if darkness truly lies ahead of them, they will face it together.

(***The Fight for Truth***)

- *Qui-Gon Jinn and Obi-Wan Kenobi are sent to Rutan and Senali. Senali was once a Rutanian colony until breaking free of Rutanian rule and declaring itself a separate world. In the time since, Rutan has become typical in galactic culture, while Senali has grown into a more primitive, tribal society. A great war had taken place between the societies until peace was reached with an accord including the trading of firstborn royal children at the age of seven, with the return home at sixteen years old. This process was meant as a way to maintain peace, as the child, upon gaining the throne, would never betray his homeworld or attack the world upon which he was raised. This process has hit a snag, however, because the heir to the Rutanian throne, Leed, has chosen* not *to return home to Rutan, but instead to remain living with the extended family of Meenon, the Senalis ruler, much to the anger of his father, King Frane. This state of affairs has led Frane to call the Jedi for arbitration. Upon arriving on Rutan, Qui-Gon and Obi-Wan are caught in the middle of a wild game hunt being carried out by Frane using his nek battle dogs and illegal seeker droids. After destroying the seekers and meeting Frane, the Jedi are taken to Frane's palace, where Frane declares that Leed must be being held against his will or must have been brainwashed to want to stay on Senali. He gives the Jedi three days to bring Leed back, and in the meantime, he will imprison Yaana, Menoon's daughter on Rutan. Qui-Gon negotiates with Farne to keep Yaana out of jail. He will take Taroon, Farne's other son, with them to Senali, so that he can take Leed's place when Leed comes home. Hoping to speak to Leed and avoid another war, the Jedi and Taroon head for Senali, where they meet with Meenon and soon with Leed's "family." It seems that Leed has disappeared, not wanting to go back to Rutan. The Jedi believe his foster sister, Drenna, knows where he is, so they follow her and are nearly drowned in a high tide before Leed saves them. Leed expresses his deep love for*

Senali and his foster family and his desire to remain on Senali. Tempers flare, but they decide to wait the night before discussing it further. The next day, they participate in typical Senalis life, and Taroon gains an affection for Drenna and Senali, though he tries to hide it. He tells Leed that he will respect his wish to stay, but that night, Leed is kidnapped, changing things considerably. Taroon and Drenna blame each other. Upon contacting both governments, Frane is furious and has arrested Yaana, while Meenon believes that the Ghost Ones (a new, clanless group of apparent Senalis with facepaint) who have taken Leed must be under Rutanian command, prompting him to consider a preemptive strike on Rutan. Knowing that Drenna, who had taught Taroon how to swim earlier, is both a good swimmer and a great tracker, the Jedi take off and join up with Drenna in tracking the Ghost Ones. They discover the Ghost Ones on an island, where they sneak up and free Leed, fighting off the Ghost Ones before finally trapping them under an upturned boat and escaping. Given the current situation and his need to confront his father, Leed agrees to return to Rutan to visit, not to stay. Upon arrival, they head to meet Frane, while Taroon is recalled to school. Leed refuses to remain on Rutan, but his father refuses to take that as an answer, saying that until Leed reclaims his rightful Rutanian status, Yaana will remain in prison. The blackmail works . . . until Drenna, Obi-Wan, and Qui-Gon arrange to be arrested and taken to the prison. They use Leed's knowledge from his previous time there (when his father had him imprisoned during a visit for not joining a hunt due to moral reservations) to be in the right place at the right time when Leed, under the guise of an inspection tour, orders the security system deactivated (citing "malfunctions" actually caused by Drenna and some darts). The Jedi and Drenna rescue Yaana and escape, thus disposing of Frane's blackmailing abilities. Unfortunately, on their way out, Frane catches them. Leed finally relents and says that if Frane will send Yaana back to Senali, he will remain. Taroon will go to Senali in Leed's place, and Drenna will be allowed to remain on Rutan with Leed, as she will become a caretaker of Frane's neks in the royal hunting lodge. The situation seemingly resolved, only one loose thread remains: the Ghost Ones. Qui-Gon has thought back to their encounter and, by reason of their skin tone, realize that they were Rutanian. He and Obi-Wan rush to Taroon's school where they confront him. It is revealed that when Leed decided to stay, Taroon had decided to kidnap him (using friends who traveled to Senali with several seeker droids at about the same time as the Jedi mission) and use him as an excuse to provoke the first attack of a war that would not be allowed to take place, causing just enough tension to have Leed discredited in both cultures, allowing Taroon to assume the throne instead of Leed. With Leed's return, the new plan to provoke the tension is for the seeker droids, now being returned to Rutan, to attack the hunting lodge and Frane's neks, seemingly under Senalis command, to raise tensions between the worlds. Unfortunately, Taroon didn't know that his new friend, Drenna, would be staying at the lodge. The Jedi and Taroon race to the lodge to save her and the lodge from the forthcoming attack. They barely make it in time, destroying the droids, but upon seeing and hearing of the plot, Frane is impressed. All is forgiven, it seems. Taroon and Drenna will remain on Rutan, with Taroon as next in line for the throne, most likely with Drenna as his queen to foster positive relations between Rutan and Senali, while Leed will return to Senali as he desires. The Jedi drop Leed off on Senali and then prepare to return to the Jedi Temple and the adventures ahead.

(***The Shattered Peace***)

- *Qui-Gon Jinn and Obi-Wan Kenobi arrive back on Coruscant and make a quick detour from their landing area to visit Qui-Gon's friends Didi Oddo and his daughter, Astri, at Didi's Café. Didi asks for their help. It seems that a bounty hunter is after him, possibly due to some information he has been given (none of which seems at all important to him). He asks the Jedi to talk to the hunter on his*

behalf. Qui-Gon and Obi-Wan head for the Soft Landings Inn and talk to the hunter, who does not speak. The hunter then shape shifts and vanishes. Qui-Gon realizes that she must be from Sorrus Sorrusians have a skeletal system that can compress, allowing them through tight places. She also seems quite versed in the use of her whip, which can change to a laser mode. Back at Didi's, Qui-Gon asks Tahl to help look for information that might be relevant. He then asks Didi about the information he purchased. He had purchased two pieces of information from his longtime source, Fligh. Fligh had told him that Senator Uta S'orn of Belasco is going to resign soon and that the Tech Raiders are moving their headquarters to Vandor-3. Before they leave to pay Fligh a visit, Astri enters and mentions that she will be hosting a special dinner at the café for noted transgenic scientist Jenna Zan Arbor. The Jedi go meet with Fligh, who says that the Tech Raider information came from their man on Coruscant, Helb, while the information about S'orn came from a datapad that came into his possession, which included her resignation speech, set to be given in a few days. They pay a visit to Senator S'orn, informing her that the information about her resignation is now out in the open. She decides to resign early, which means that her last bit of legislation will not go through as she'd hoped. She also mentions that the datapad had been stolen. They then head for the Splendor Tavern and meet with Helb. Helb has no reason to want Didi or Fligh dead, it seems, because he gave Didi the information about the new base specifically because he knew Didi and Fligh aren't brave or stupid enough to go to the authorities, meaning that only people who would use their services would learn of the new location. As they prepare to leave, they see the bounty hunter (shifting back to her regular form from that of an old man) slip out, chase her, but end up losing her again. They return to the café, where Astri is now hosing the newly arrived party including Jenna Zan Arbor. In the back, they speak with Didi, who tells them that Fligh has been murdered. They visit the crime scene and discover that his body totally drained of blood. They return to the Soft Landings, only to find that the hunter has checked out. They then race to Didi's and discover the lights out. The Arbor party is gone, and upstairs they find the hunter in the process of capturing Didi and Astri. They battle the hunter, who escapes, leaving her two captives behind. Didi finally tells Astri what is going on, but assures the Jedi that he has no knowledge of any stolen datapad, which the Jedi suspect must be what the hunter searched the café for. They decide that it would be best for Didi and Astri to head for Didi's house in the Cascardi Mountains on Duneeden, which he won in a card game. Once the Oddos are safely away, Obi-Wan and Qui-Gon return to the Jedi Temple, where they are reminded that Senator Uta S'orn had a child, Ren S'orn, who was Force-sensitive. She had refused to turn him over to the Temple for training, and eventually Ren's non-Jedi path led him to be murdered, his body drained of blood, just six months earlier. They visit S'orn again and learn that she is a friend of Jenna Zan Arbor, and had been the one to point her to Didi's to eat. Not only that, but the datapad that was stolen from S'orn was among two stolen—the other being Jenna Zan Arbor's—while the two were dining. They pay Zan Arbor a visit and are unsettled by her demeanor. They learn that the piece of legislation that S'orn would've had the support to pass, which was curtailed by her resignation announcement, was to be a new law to further battle the Tech Raiders. They head for Vandor-3, where they speak with Helb again. They accuse him of having Fligh steal the two datapads and for putting death marks on Fligh and Didi. Helb denies the death marks, but admits that they had hired Fligh to steal S'orn's datapad, but he had stolen the wrong one. They wanted her business one, but got the personal one, which turned out to work just as well, as they had no idea that she was about to resign over the stress from losing her son, so her resignation solved their legislative problem. He had no idea that Fligh had stolen another datapad, but figured that he probably had given it to someone else to

whom he owed money. When the Jedi both realize that Didi fits that description, Helb mentions that both he and Fligh had lost big in some card games with Didi. Fligh hadn't yet paid Didi back, but Helb had . . . with a house in the Cascardi Mountains. He further comments that he had won the house from an old man in tattered clothes—the exact same "man" they had seen earlier become the bounty hunter. The hunter had managed to maneuver Didi and Astri right into her trap at the house. The Jedi race to Duneeden and the house. Once there, they tell what they have learned, and Astri admits that she had been having Fligh help bring them business, and he had come to her asking to hide a datapad (Jenna Zan Arbor's). She had stuck it in a stove, where the hunter hadn't found it, and then brought it along with her to the house, since her own datapad wasn't available. They look at the pad and find all the contents encrypted. They forward the data to Tahl on Coruscant for decryption. Didi and Astri mention that the caretaker has been very kind. Realizing that the caretaker must be the hunter, they prepare to escape, but find themselves sealed in with strong metal plates. The lights go out, and the Jedi must protect the Oddos against the hunter on her own turf. In the dark, the hunter hits Astri and realizes that she is hiding the datapad under her shirt. At about the same time, the Jedi cut through to the outside, and the chase is on. The hunter chases after the four, who have to split up. The Jedi send the Oddos to the hunter's transport (knowing that their own transport has been sabotaged) and turn to face the hunter. The hunter turns a part of her outfit into a sled and zips past the Jedi, who cannot reach her before she catches up to the Oddos. As the Jedi catch up, Didi is shot, but not killed, by the hunter, and Astri won't let go of the datapad. Obi-Wan saves Astri from the hunter, who then uses a homing grapple to be yanked back to her ship. She enters, as Qui-Gon leaps onto the boarding ramp. Qui-Gon receives a blaster wound before tumbling into the transport, which then zips off into space. Obi-Wan can only take care of Didi and Astri, wondering of Qui-Gon has captured the hunter, or vice versa. He promises to find Qui-Gon, while bigger mysteries remain—what was on the datapad, and who wants it?

(***The Deadly Hunter***)

- *Micah Giett returns to Coruscant after a mission. During his absence, Ki-Adi-Mundi had stood in for him on the Jedi Council. Now, Ki will return to Cerea.*

  (conjecture based on *The Evil Experiment*)
- *Qui-Gon Jinn finds himself imprisoned. He is chained in the dark, with mist all around him. His blood is being drawn, and he is being experimented upon. His captor, he discovers, is Jenna Zan Arbor, who seeks to discover the nature and biological basis for the Force, in order to become famous, rich, and otherwise a great historical figure. Back on Coruscant, Obi-Wan Kenobi and Astri Oddo have been picked up and returned to the Jedi Temple, along with Didi Oddo, who is suffering from being shot by the bounty hunter on Duneeden. Obi-Wan and Astri discuss wanting to somehow find Qui-Gon, and attempt to figure out who must've hired the bounty hunter, but can only narrow it down to possibly Jenna Zan Arbor or Uta S'orn, since both had their datapads stolen by the murdered Fligh. They soon receive further bad news. Didi's wound has an infection, apparently given to him by the bounty hunter, which is quite rare. As Tahl continues to try to crack the code on Arbor's datapad, they learn that the only laboratory where a cure to Didi's disease could be found was a lab on Ventrux, which has recently shut down. It belonged to Arbor Industries. Now knowing Arbor must be involved, they need to plan their next move. Obi-Wan discovers that he still has a sheet that Qui-Gon had insisted the guests at Didi's Café the night of the bounty hunter's attack (the night of the Arbor party) be written. The list must hold the name, or at least an alias, of the bounty hunter herself, as no one had entered the building after the party had left. A talk with two guests, Yamele Polidor and Von Taub, tells Obi-Wan which name must've been the hunter: Reesa On. When Obi-*

Wan goes to Reesa On's hotel room, he is nearly shot . . . by Astri, who had also discovered the hunter's name through her own channels and is just plain horrible with a blaster. Returning to the Temple, Obi-Wan and Astri, now partners on the mission, are told that "Reesa On" is Sorrusian for "catch me," both a taunt and a childhood game. Based on the dialect, they know which tribe on Sorrus Reesa On must belong to. Obi-Wan and Astri head to Sorrus to investigate. In Arbor's lab, Qui-Gon is released for an hour away from his restraints, as part of an agreement with Arbor that he would show her Force use if he were given some time to move about. Arbor's assistant/guard, Nil, appears jealous of attention paid to Qui-Gon. Unfortunately, when Qui-Gon is less than interested in showing Arbor high-level Jedi abilities, he is sent back to his restraints. On Sorrus, Obi-Wan and Astri find Reesa On's tribe and are attacked. They make peace and Astri bargains with them after a while. She'll show them how to feed themselves well based on the natural elements around them (which she learned how to do from cuisine from an area of Sorrus that has never had abundant water as this area had until recently) in exchange for information. They learn that ten years earlier, the main government on the planet had tricked the tribe into supporting the building of a dam, which turns out to have left their lands barren while benefiting the government. A major voice in that decision had been "Reesa On," whose real name is revealed to be Ona Nobis. The leader of the tribe shows them Ona Nobis' hiding place, where they find that she is supposedly on Cinnatar, ready to assassinate the governor. Before they leave, Tahl contacts them to inform them that they have broken Arbor's code. They now know she has been performing experiments on Force-users. The first subject was Ren S'orn, and now Qui-Gon is in her clutches. They realize that Nobis has probably laid out misinformation for them, given that it wouldn't have been smart for her to have used a name that could lead them here. They decide to head for Simpla-12, where Ren S'orn was found when he died. At Arbor's lab, Qui-Gon has sensed the presence of another Force-user. He tries to escape during his next time out with Nil, hoping to free himself and the other prisoner, but is drugged and restrained yet again. On Simpla-12, Obi-Wan and Astri meet Cholly, Weez, and Tup, three of Ren's old friends. They are told that Ren had thought he'd found a way to get them a lot of money, but had returned incredibly scared before his death. The point the investigators to Tino, Ren's old roommate. They find Tino and end up saving him from Ona Nobis, capturing Nobis' whip in the process. Tino tells them basically the same information, and that Ren had volunteered for an experiment, but was afraid of the woman running it. He also tells them that the murder was investigated only minimally by Captain Yur T'aug, the Bothan that Obi-Wan had talked with on Coruscant about Ren S'orn's death earlier. It would seem that the investigation was cut off prematurely, possibly by someone's outside interference. As Qui-Gon's blood is being drained slowly in the lab, Obi-Wan and Astri return to Coruscant. Obi-Wan confronts T'aug, who tells them that Uta S'orn had ordered the investigation ended on her son's death. They talk to S'orn and reveal Arbor's secret machinations. S'orn is heartbroken at her friend's betrayal and gives them a box of Ren's belongings to search for a message he said he'd leave if he were in trouble. A short time later, the "three stooges," Ren's friends from Simpla-12 make their appearance. They tell Obi-Wan and Astri that Ren had been part of an experiment in a complex with tons of antitoxins and such, and they'd been hoping to steal some and sell it. Ren, though, hadn't wanted to sell them, but give them to the Jedi so they could be administered to those in need. They search the container of Ren's belongings and discover a hidden code within the playing cards that Ren and his friends had always marked. The code is the exact address for Jenna Zan Arbor's hidden laboratory on Simpla-12. They arrive and leave the trio outside to keep watch. Obi-Wan, as a Jedi prisoner, is escorted in by Astri, posing as Ona Nobis. Nil lets the doors open, and they make their way

in, finding Qui-Gon. Obi-Wan frees him, but things become complicated when the real Ona Nobis arrives. They've had time to steal the necessary antitoxin to save Didi, but whether or not they can escape with the other Force-using prisoner is in doubt. Luckily, Nobis has fulfilled her contract with Arbor, so she refuses to help Arbor clean up her own security problems. Arbor has a backup plan, though. She announces over the intercom that she has implanted a device into Qui-Gon's body, via the various experimentation, which will cause the other Force-user to be killed if he leaves the compound. Qui-Gon cannot allow this to happen, so he orders Obi-Wan and Astri to leave with the antitoxin. More Jedi are on the way to save him, sent by Tahl, so Obi-Wan and Astri should just wait for them. While it pains him to do so, Obi-Wan agrees to leave. He hands Qui-Gon his lightsaber then leaves with Astri. Within the compound, Qui-Gon Jinn, now free and armed, is ready to restart the "game" with Arbor, only this time, the rules have changed . . .

(***The Evil Experiment***)

- *As Obi-Wan Kenobi and Astri Oddo escape from Jenna Zan Arbor's compound, leaving Qui-Gon Jinn loose in the compound, they find no trace of Cholly, Weez, or Tup. They contact Jedi Master Tahl and are told to remain on Simpla-12 and wait for Master Adi Gallia and her Padawan, Siri, to arrive. The two Jedi arrive. Astri leaves on the transport to get the cure for Didi Oddo's illness to him at the Jedi Temple. In the meantime, Adi explains that the other Jedi prisoner being held in the compound, who will die if Qui-Gon leaves, is Noor R'aya, a Jedi Master. Cholly, Weez, and Tup reappear and help smuggle the Jedi back into the compound with a shipment of droids. The Jedi emerge and take on Arbor's security droids, allowing Qui-Gon to emerge and join the fray. Unfortunately, Arbor escapes with Noor. Winna Di Uni helps remove a device from Qui-Gon to allow him to leave the compound, even as they receive word that Didi should eventually be okay, but Astri has taken off after Ona Nobis seeking revenge for Didi's near death. They now need to find Arbor and Noor, but Arbor's assistant, Nil, has been killed, leaving them with dead ends. They receive word from Sorrus, Ona Nobis' homeworld, that Astri has been hurt and is in need of Obi-Wan. Obi-Wan and Siri leave for Sorrus. On Sorrus, they go to the hospital where Astri is supposedly held, but find that it was a trap set by Ona Nobis. They narrowly evade capture. Next, they go to Ona Nobis' old home and find Astri, Cholly, Weez, and Tup trapped before they are all trapped by a rockslide. Nobis has outwitted them. Luckily, with some use of the force and the help of Goq Cranna, whom they met on their last trip to Sorrus, they manage to escape. They call an annoyed Qui-Gon (because they disobeyed orders to go to Nobis' home) and agree to meet up on Belasco (Senator Uta S'orn's homeworld), where Ona Nobis was last heading. They meet up (all of them) and discover that the world's water supply has been poisoned by a bacteria more powerful than the regular bacterial tides on the world, probably at Arbor's hand. They go to see Uta S'orn, who is working with ill children, but are shooed away. Uta doesn't believe Arbor has come for her. Astri and the goofy trio are left to keep an eye on Uta as the Jedi leave and bump into Fligh, whom they had thought dead. It turns out that Fligh had faked his own death, using his fake eye as evidence that the body provided by a mortician friend was his. He had drained the corpse of blood so it would match that of some of his lowlife brethren who had crossed Arbor and Nobis. He reveals that he still has the datapad he stole from Uta S'orn and gives it to the Jedi. He had been following Astri in an attempt to look after her in Didi's absence, but figures he can leave now that the Jedi are here. At the spaceport, they discover that Arbor and Noor are indeed on the planet, and that Noor had left at least one clue for them in the form of a V-wing toy for a child made from his Jedi robes, much as he had fashioned toys for children when he had gone into supposed seclusion on Sorl years earlier. Analyzing the datapad's records*

compared to real Senate records, they discover that apparently Arbor had used her holding of Ren S'orn to force Uta to change some Senate records which allowed Arbor to release a water-borne disease on Mindemir for her own purposes. Upon another visit, Uta confirms this, but when Min K'atel, leader of Belasco, arrives, Uta manipulates him into forcing the Jedi away. In order to prove that Arbor is behind Belasco's water illness, the Jedi break into a water treatment plant, but barely get out with samples. They race to reveal the truth to the government, but Arbor's company has already stepped in with information about a miracle cure, true to form. They are about to be shooed away from the royal grounds again when they try to expose this, but they realize, based on children's toys made of Jedi robes and that there are two more trays per meal than people officially in the wards, that Uta is hiding Arbor and Noor, possibly even Nobis, in the royal grounds. The Jedi reveal this to Min, who has Uta taken into custody (after royal guard droids nearly kill the Jedi) and allows the Jedi access to the grounds. The Jedi go to where Arbor, Nobis, and Noor are in seclusion and find Arbor with a datapad with the final ingredient to the wonder cure listed. She tries to use it to bargain, but Qui-Gon simply yanks it from her and captures her, as they free Noor R'aya. Obi-Wan realizes Siri is gone and races after her, finding her about to be killed by Ona Nobis. Obi-Wan leaps in and takes on Nobis, finally sending her flying off into the night, down several stories, never to be seen again, it would appear. With Arbor and Uta taken care of and Nobis presumed dead, the Jedi return to Coruscant, where Astri and Fligh work to ready a new restaurant for Didi called "Didi's New Caf." The crisis has finally passed.

(***The Dangerous Rescue***)

- *SoroSuub releases the B'zabuu-class transport.*
  (conjecture based on *Star Wars: Gamer #1* via *TimeTales*, paraphrased)
- *Lant Mining Corporation is founded by Darman Lant.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, abridged)

Jedi Apprentice [continued] (youth novel series: Dave Wolverton & Jude Watson)

The Uncertain Path (youth novel: Jude Watson)
Chapters 1 – 22
The Captive Temple (youth novel: Jude Watson)
Chapters 1 – 21
The Day of Reckoning (youth novel: Jude Watson)
Chapters 1 - 18
The Fight for Truth (youth novel: Jude Watson)
Chapters 1 – 21
The Shattered Peace (youth novel: Jude Watson)
Chapters 1 – 16
The Deadly Hunter (youth novel: Jude Watson)
Chapters 1 – 16
The Evil Experiment (youth novel: Jude Watson)
Chapters 1 – 19
The Dangerous Rescue (youth novel: Jude Watson)*
Chapters 1 – 20*
Chapter 29*

***NOTE: This is my own little bit of humor at Scholastic's expense. The chapters in *The Dangerous Rescue* were misnumbered. They jumped from Chapter 20 to Chapter 29 instead of 21. Rest assured, only 21 chapters exist.**

41 BSW4

- *Anakin Skywalker is born.*
  (conjecture based on all reports that Anakin is 9 in *The Phantom Menace*)
- *Kister Banai is born to Rakir Banai and his wife.*

(conjecture based on *Episode I: Insider's Guide* and *The Ghostling Children*)

- *Sarchen Snyle is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *Maximillian Veers is born.*
  (conjecture based on Julian Glover's age via *TimeTales*, abridged)
- *Gilad Pellaeon joins the Old Republic Navy.*
  (conjecture based on *Heir to the Empire*)
- *Jorj Car'das begins smuggling.*
  (conjecture based on *Vision of the Future*)
- *On Centax 2, a satellite of Coruscant, the Jedi Order sets up a controversial Jedi starfighter corps program, headed by Jedi Knight Clee Rhara. Starfighters are donated to the program by the Senate, and many potential Padawans begin delaying their upper-level training for the possibility that they could be recruited to fly Jedi starfighter missions.*
  (conjecture based on *Deceptions*)
- *Maul begins fulfilling missions for Darth Sidious.**
  (conjecture based on *Star Wars: Journal*—"Episode I: Darth Maul")*

***NOTE: This assumes both that Maul and Obi-Wan are the same age in TPM, and that his Sith Lord initiation occurred when Maul was 18.**

- *Aurra Sing finds herself in the hands of the Sennex pirates and sold to Walla the Hutt. She tells Walla that the Dark Woman sold her to the pirates, but it remains to be seen if this is true. Walla then takes Aurra to Anis, leader of the Anzati, and asks to have Aurra trained in the ways of the Anzati assassins, in order to be "the deadliest dancing girl on Tatooine." Anis is wary, but owes Walla, so Aurra's training begins under Torgo Tahn. Torgo takes an unrequited liking to Aurra during her training. Her training will eventually lead her into the bounty hunting profession after she returns to Tatooine with Walla . . . and kills her Hutt master. (To be continued below . . .)*
  (***Aurra's Song***)
- *Vox Chun is released from prison (having his way bought out by the newest incarnation of Offworld). He makes plans to head for Coruscant to discover the truth behind his son Bruck's death.*
  (conjecture based on *Deceptions*)
- *Jedi Master Tahl makes her intentions clear that she will not take a Padawan Learner (crushing the hopes of young Bant Eiren). Having made her decision, she takes a mission to Centax 2, where Clee Rhara's Jedi starfighter corps operation is having sabotage problems.*
  (conjecture based on *Deceptions*)
- *On Coruscant, Obi-Wan Kenobi and Qui-Gon Jinn are called before the Jedi Council. They are told to expect Vox Chun, the father of Bruck Chun, to arrive soon. He has been released from prison and wants details on Bruck's death, which happened during the final days of the Temple battle with Xanatos. They meet Vox when he arrives, and they are surprised to also meet Bruck's younger brother, Kad Chun. Both Chuns blame the Jedi for Bruck's death. Taking the Chuns and the man who will be revealed as a prosecutor, Sano Sauro, to the place where Bruck died, they explain what happened to Vox, who is unwilling to listen to very much. They get just enough information for Vox, who then decides it is time to leave. To get Obi-Wan's mind off of the situation, Qui-Gon takes him on a side mission to Centax 2, where Jedi Master Tahl has gone to investigate sabotage in Clee Rhara's Jedi starfighter corps project. Qui-Gon wants to talk to Tahl about her refusal to take a Padawan and how it is effecting Bant Eiren, but Tahl makes the topic off-limits. Before they can investigate much, Qui-Gon and Obi-Wan are called back to Coruscant. Vox has used his Senate influence to call a hearing regarding Bruck's death. Qui-Gon testifies truthfully, followed by Bant, who has to admit that she does not know for certain that she was near death*

when held underwater, but only that she felt through the Force that she was dying, which Sano believes is dubious. Unable to do anything more for Obi-Wan, who must testify very soon, Qui-Gon heads back to Centax 2 to help Tahl and save Jedi pilots' lives. While on Centax 2, he and Tahl meet the repair workers Haly Dura and Tarrence Chenati. Tahl catches Tarrence in a lie about not having worked on a part that caused the latest accident, and Tahl runs a background check on him, where she discovers that Tarrence Chenati is the name of a Senate operative (a "no-name") who died twenty years earlier. Someone has apparently taken that identity and used it to infiltrate this fake Tarrence into the project. They confront "Tarrence" but he escapes from them. At least now, though, the project is safe from further sabotage. After the battle, Tahl's droid TooJay enters. The memory of how Xanatos had put a bug in TooJay sparks something in Qui-Gon, and he races back to Coruscant. On Coruscant, Obi-Wan, having just seen Bant trying to test her underwater breathing limits (at the risk of her life) to help him, finally testifies. His testimony is twisted and prodded, but Qui-Gon arrives and interrupts. He retrieves Bruck's lightsaber. Xanatos was never one to trust anyone, even those who worked for him, and Qui-Gon knows this. He retrieves a small recorder from the hilt of the lightsaber and when it is played back, Bruck's own words from the final encounter with Obi-Wan proves that Obi-Wan was not at fault. The hearing is dismissed, but after everyone leaves, Kad Chun attacks Obi-Wan. Obi-Wan refuses to hurt him, but Kad also refuses to believe that Obi-Wan is anything but a murderer. His words sting, and for twelve years to come, Obi-Wan will wonder to himself if he really might be nothing more than a murderer . . . (To be continued below . . .)

(***Deceptions***)

- *A short while after the saboteur within the Jedi starfighter corps project is found, the Jedi Council determines that the project should be shut down, to avoid any potential political and social dilemmas that might arise from a Jedi starfighter corps. Shortly thereafter, though, Garen Muln, one of Clee Rhara's dedicated followers, becomes her Padawan Learner.*

  (conjecture based on *Deceptions*)
- *Jedi Knights aboard the* Freedom's Messenger *resolve the Vaykaaris Uprising.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)
- *Jedi Master Tahl takes Bant Eiren as her Padawan Learner.*

  (conjecture based on *The Ties That Bind*)
- *While on an endurance test with Obi-Wan Kenobi on Ragoon-6, where he and Tahl had once trained together, Qui-Gon Jinn receives a vision of Tahl in danger. They rush back to Coruscant, where Qui-Gon bursts in on a Jedi Council meeting, finding Tahl requesting permission to return to New Apsolon to rescue Alani and Eritha, the daughters of the assassinated Supreme Governor Ewane, with whom she'd formed a bond six years earlier. Based on his earlier mission with Tahl and his vision, Qui-Gon requests that he be sent with her, but the Jedi Council refuses his request, and Tahl does not take the intrusion kindly. When three weeks pass with no word from Tahl, Qui-Gon defies the Council and heads for New Apsolon, as does Obi-Wan, who defies Qui-Gon to go with him. Upon arrival, they check in with Supreme Governor Roan's security head, Balog, who tells them that the twins are in no danger, but have been living with Roan like a foster father. The Jedi go to Roan's and talk to the girls, who say they have no idea that Tahl is there, and that they did not send for her. The Jedi head for the Absolute Museum to learn a bit more, and meet Irini, a Worker, and learn of sensory deprivation containment devices once used by the Absolutes. Later, they are tracked by an illegal probe droid with a Worker seal, so they follow Irini from the museum later and end up listening in on a secret Worker meeting, where they learn that the Absolutes have reformed and are growing in power. Just then, Absolutes bust up*

the meeting, taking the Jedi in with the others. While blindfolded in custody, Qui-Gon and Obi-Wan hear Tahl giving orders among the Absolutes. When she finally manages to allow them to go free, they learn that Tahl was contacted by the twins, who are suspicious of Roan in their father's murder, but are being kept in the house for their safety. Tahl had infiltrated the Absolutes to figure out what is happening. She says she will take a week to find out more through her position, while the other two Jedi look into Ewane's death. They start with Manex, Roan's brother, and hear that Roan is apparently a truly devoted foster father and had been Ewane's best friend. Unsure what to make of conflicting tales of Roan, they head off to meet Roan himself, but before they can, they witness the twins being kidnapped in sensory deprivation containers. They tell Balog what happened and are soon taken to see Roan, who receives a call from the kidnappers. He is to get the girls, but after doing so, resign as Supreme Governor, saying it is the will of the people. If he refuses or renigs on his part of the bargain, they all die. Roan agrees. Soon, Tahl's cover is broken. Qui-Gon and Obi-Wan rescue her and bring her back to Roan's, but in the interim, Roan has left to meet the kidnappers and has been returned, dead. Manex arrives, grieving, and is soon followed by the twins, who have been released now that their use as bait is over. They regret their earlier suspicions and grieve as well. Soon, Balog tells them that there is to be a peace meeting of one Worker, one Civilized, and one neutral Jedi. Irini is to represent the Workers, while Balog represents the Civilized. Tahl agrees to go as the Jedi, but before she can leave, Qui-Gon comes to a realization of why he was so worried for her. He takes her aside into another room and professes his love for her. She responds in kind, and they pledge themselves to each other. Shortly thereafter, Tahl leaves for the meeting. Soon, Irini arrives at Roan's to talk to the Jedi. She delivers the message that the Workers had nothing to do with the kidnapping or Roan's murder, and they are hoping against hope that peace can be maintained. She also confesses that the Workers have had a person working inside Roan's to keep an eye on the girls and keep them safe. When asked if she's worried about being late for the meeting, she has no idea what they mean. They realize that Balog is the Worker planet, which means he was a spy working against Roan. The meeting was a ruse. They rush to the "meeting place," only to find Tahl's lightsaber in a stash with weapons of other "dignitaries." Jedi Master Tahl is gone . . .

(***The Ties That Bind***)

Aurra's Song [flashback] (DHPA00 short story: Dean Motter)

Aurra's Song [flashback] (DHPA00 short story: Dean Motter)

Jedi Apprentice: Special Edition (youth novel series: Jude Watson)

Deceptions (youth novel: Jude Watson)

Chapters 1 – 10

Jedi Apprentice [continued] (youth novel series: Dave Wolverton & Jude Watson)

The Ties That Bind (youth novel: Jude Watson)

Chapters 1 – 19

The Death of Hope (youth novel: Jude Watson) [forthcoming]

The Call to Vengeance (youth novel: Jude Watson) [forthcoming]

40 BSW4

- *Kabe is born.*

  (conjecture based on *Play it Again Figrin D'an: The Tale of Muftak and Kabe*)
- *Princess Arawynne is born on Datar.*

  (conjecture based on *The Ghostling Children*)
- *Fissona is born on Cularin.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Living Force Campaign Guide”)

- *Tord Gamb is born on Port Evokk.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Evram Darkmere is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken’s Rebel Operatives")
- *Diskio Khzrry is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken’s Rebel Operatives")
- *Devon Fuller is born on Arkanis.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 9: Fragments from the Rim")
- *Arajen Turman is born.**
  (conjecture based on *Star Wars: The Roleplaying Games*—“Secrets of Tatooine”)*

***NOTE: This assumes that mid-sixties can be said as 65-years-old and that we are dating back from *Vector Prime*.**

- *Boba Fett is rumored to have been born.**
  (conjecture based on early *The Empire Strikes Back* cards)*

***NOTE: This is, of course, only a rumor. His real birth is at 34 BSW4, if he truly is 12 in *Attack of the Clones*.**

- *Finis Valorum becomes Supreme Chancellor of the Republic.**
  (conjecture based on *Cloak of Deception*)*

***NOTE: I’d originally had this at 38 BSW4 given a comment in *Acts of War* by Valorum that he will have to call in every favor he’s earned in the last five years. I took this as from when he was elected, but it appears now to just have been a figure of speech. *Cloak of Deception* locks this newer date.**

- *Ebareebaveebeedee (AKA "The Illustrious Chieftain of the Junkyards") becomes Squib King.*
  (conjecture based on *Scavenger Hunt*)
- *The Koqus Design Syndic starship class enters production.*
  (conjecture based on *Shield of Lies*)
- *Nass becomes Governor (Boss) of Otoh Gunga.*
  (conjecture based on *Episode I Incredible Locations*)
- *Panaka is among the members of a Republic Special Task Force battling pirates in the space near Naboo.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" novelization and *Episode I: Visual Dictionary*)
- *On Dega, in the Elrood system, the ore veins dry up, forcing the Radell Mining Corporation to leave the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Three")
- *Raith Sienar becomes a major subcontractor in a retrofit of the YT light trade class of vessels. Sienar places a tracking unit in the integument of every vessel he retrofits, one that he can activate with a private code.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *The* Athallian Messenger *crashes on Tatooine.*
  (conjecture based on *Wanderer of Worlds*)
- *Piklin Katt, baron administrator of Tindark on Cularin, is assassinated.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Living Force Campaign Guide”)

- *During a mission for the Galactic Scout Corps in the Outer Rim, Ensign Milac Troper and Mission Commander Dayal Kev encounter a gasnit, which attacks Dayla. Instead of helping, Troper flees to their ship. Lieutenant Hereven races out to save Dayla, but instead of waiting for them, Troper is spooked by the sound of the gasnit and escapes in the craft, leaving them for dead. He believes them to be dead, and will eventually move to the Diplomatic Corps in about fifteen years, which calls on his true talents. Meanwhile, Dayla and Hereven survive the attack, and as they survive on the world, they grow closer. Just after Hereven is killed while hunting, Dayla realizes she is pregnant with Hereven's child. When the child is born later in the year, she names him Hereven after his father. She will raise Hereven to hate Troper, and their presense on the world slowly attunes them (or awakens latent attunement) to the Force, which allows them to grow in the Dark Side. Hereven will come to be what could be classified as a Dark Side marauder.*
  (conjecture based on *Welcome to the Jungle*)

39 BSW4

- *Dengless Rinn is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Mako Spince is born.*
  (conjecture based on *The Hutt Gambit*)
- *Gaor Tembon is born on Sullust.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Piett is born.*
  (conjecture based on Kenneth Colley's age via *TimeTales*, abridged)
- *Raith Sienar and Wilhuf Tarkin meet for the first time.*
  (conjecture based on *Rogue Planet*)
- *Sienar Systems releases several products as part of the Republic Defense Procurement plan.*
  (conjecture based on *Rogue Planet*)
- *Raith Sienar smuggles several universal combat droids made from the Kol Hurro system past Republic customs.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *The Blue Star Pirates pirate gang is formed. They are supplied with military weapons by Jalla Spree.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Invasion of Theed" via *TimeTales*, paraphrased)
- *Ebenn Q3 Baobab, at ten years old, leaves his family's circus and begins traveling with the Baobab Merchant Fleet.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *The Bitthaevrian m'Yalfor'ac Order clashes with the Old Republic. The warfare ends with the intervention of several Jedi Knights on the Republic's behalf. This conflict causes both the Republic and the Jedi Order to be deemed perpetual enemies of the Bitthaevrian people.**
  (conjecture based on *Special Military Unit Intelligence Update*)*

***NOTE: This assumes that two generations can be rounded to 50 years, dating back from the time that the SMUIU was written.**

- *The Old Republic sends a survey mission to Dagobah, led by Halka Four-Den. The records of the mission become lost when the survey party itself is lost. The team had spent thirteen weeks on the planet gathering information, far longer than had been planned. This 13-week estimate is based on logs that were later recovered,*

but is an inaccurate figure. In reality, a few of the original crew members have survived.

(***The Illustrated Star Wars Universe: Dagobah Entry*** and conjecture based on *Galaxy of Fear: The Hunger*)

- *Darth Sidious gives Maul his final test before he can be a full Dark Lord of the Sith. Maul is sent to an Outer Rim world and made to battle assassin droids on three different forms of terrain, and survive for a month. At the end, he is forced into a lightsaber duel with Darth Sidious, who taunts him, saying that there's another Apprentice who is more worthy. This makes Maul draw fully on his hatred. Sidious defeats him, but lets him live. His full opening to hate at the idea of the imagined rival has made him Sidious' full servant. They return to Coruscant, where Sidious has Darth Maul look into the Sith Archives to build a double-bladed lightsaber based on that of a Dark Lord from thousands of years before, namely Exar Kun.**

(conjecture based on *Star Wars: Journal*—"Episode I: Darth Maul")*

***NOTE: This assumes both that Maul and Obi-Wan are the same age in TPM, and that this event occurred when Maul was 18.**

- *Even as Telos begins to recover from the grip of Offworld, other special interests begin to slowly take over. In a short while, this rebirth of corruption will lead a desperate, duty-filled Kad Chun to take a ramshackle vessel, the* BioCruiser*, along with some of the best and brightest Telos has to offer, into space, acting as a nomadic vessel trying to stay away from corruption and hoping that someday they can bring true order back to Telos when corruption has led to the current situation's end.*

(conjecture based on *Deceptions*)

The Illustrated Star Wars Universe (book: Kevin J. Anderson)

The Illustrated Star Wars Universe (book: Kevin J. Anderson)

Dagobah Entry

First Week Summary
Second Week Summary
Third Week Summary
Fourth Week Summary
Fifth Week Summary
Sixth Week Summary
Thirteenth Week Summary (Final Entry)

38 BSW4

- *Wald is born, most likely on Tatooine.*

(conjecture based on reports of the shooting script to *The Phantom Menace*)

- *Amee is born, most likely on Tatooine, to Hala and her husband.*

(conjecture based on reports of the shooting script to *The Phantom Menace*)

- *Qell Tepine is born on Coruscant.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

- *Diric Wessiri is born.**

(conjecture based on *X-Wing* novel series)*

***NOTE: My notes on this event only list my handwritten "XW" notation beside it. If anyone happens to know which novel this was mentioned in within the *X-Wing* series, please let me know.**

- *Aven Cholus is born.*

(conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)

- *Ohwun De Maal is born on Duro.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")

- *Hyobu Sulloran is born.**
  (conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Chirpa becomes chief of his Ewok tribe.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook")
- *Veruna is elected king of Naboo.*
  (conjecture based on *Episode I: Visual Dictionary*)
- *Krayn raids Tatooine for slaves once again. Among those taken are Mazie and her daughter Berri. Berri's father is killed.*
  (conjecture based on *Jedi Quest: Path to Truth*)
- *At the urging of King Veruna and Senator Palpatine, Kwilaan Starport (named after the original human who scouted Naboo) is constructed in Keren on Naboo.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *Kister Banai and his mother are captured by slavers. Kister is sold to Gardulla the Hutt, on Tatooine.*
  (conjecture based on *The Ghostling Children*)
- *The J-type 327 Nubian that will be the new Naboo Royal Starship is constructed.*
  (conjecture based on *Episode I: Incredible Cross-sections*)
- *Tiion Solo and Randil Sal are married.*
  (conjecture based on *The Paradise Snare*)
- *The old spacer who will come to befriend Anakin Skywalker on Tatooine leaves the Republic pilot corps after years of service, including stints flying Jedi Knights on missions, and taking Republic soldiers to Makem Te during its rebellion.*
  (conjecture based *Star Wars: Episode I*--"The Phantom Menace" novelization)
- *With the death of Pi-Lippa, her kind master, Shmi Skywalker and her son Anakin are sold to Gardulla the Hutt. She will quickly lose them both to Watto while betting on Podraces.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *After about a year of being stranded on Dagobah, the Old Republic survey team's distress call is heard by a passing ship, but that ship crashes on Dagobah. Now there are forty people trapped.*
  (conjecture based on *Galaxy of Fear: The Hunger*)
- *Lorn Pavan, an employee in the Jedi Temple, is told that his son, Jax Pavan, is Force-sensitive. Jax is taken from Lorn for training. Lorn, frustrated that he cannot see his son, is fired by the Jedi. Lacking direction, he soon finds the droid I-FiveYQ working for a family whose children abuse the droid, which is their nanny. Lorn frees I-Five and has him reprogrammed. Lorn and I-Five then become partners in the selling of information.*
  (conjecture based on *Shadow Hunter*)
- *Jorus C'Baoth goes to Alderaan to help determine the correct succession for the position of Viceroy of Alderaan. After over a month, he and other Jedi determine that Bail Organa is the rightful heir. (Exact date according to Old Senate Library entry: 11\70 P.E.)**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (11\70 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

37 BSW4

- *Lobot is born.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")

- *Kaine Paulsen is born.*
  (conjecture based on *Out of the Cradle*)
- *Children, including Galt, are born to the survivors on Dagobah.*
  (conjecture based on *Galaxy of Fear: The Hunger*)
- *Tandra Pryl is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Three")
- *Tour Aryon is born on Treylon II.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")
- *Iolan Gendarr is born on Commenor.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Harovan Toth is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)
- *Zothip is born on Bestine.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Hiram Drayson is born on Chandrilla.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *The Z-95 Headhunter goes into production.*
  (conjecture based on *Planet of Twilight* and *The Essential Guide to Vehicles and Vessels*)
- *Gilad Pellaeon graduates from the Caridian Academy.*
  (conjecture based on *Heir to the Empire*)
- *On Dagobah, the original survey team's surviving members and the survivors of the recent crash have had children, but with very little to eat anywhere, the parents are forced to feed the hungry children the bodies of the individuals who have recently died. Unbeknownst to the parents, this is a memory that will stay with the children and guide them to cannibalism in the future.*
  (conjecture based on *Galaxy of Fear: The Hunger*)
- *A Senate operative (no-name) named Kern dies. His identity is retired, until someone recycles it to use for the same man who bore the stolen "Tarrence Chenati" identity during the Centax 2 Jedi starfighter project sabotage crisis.*
  (conjecture based on *Deceptions*)
- *Nubian designers create a prototype bomber to sell to Naboo. When the Naboo reject the vessel, it is put into storage, from which the Feeorin Nym steals it. With a Bith engineer, he soon has the vessel modified into his personal ship, the* Havoc*.*
  (conjecture based on *Starfighter Aces* article found in *Star Wars Gamer* #2)
- *Vana Sage, now twenty, takes a job as King Veruna of Naboo's bodyguard and pilot. After only a short time, though, she grows frustrated with the government's refusal to upgrade its military and leaves the position. She begins working as a mercenary, acquiring a starfighter, the* Guardian Mantis*, from a rogue Xi Char engineer. She will continue to keep an eye on Naboo from time to time . . ..**
  (conjecture based on *Starfighter Aces* article found in *Star Wars Gamer* #2)*

***NOTE: This assumes Vana is 25 in *Starfighter*.**

- *At an open landing platform on Coruscant, Chancellor Finis Valorum, an aide, and several Senate Guards are awaiting the arrival of the* Benevolent III*, which is carrying Baroness Omnino of the Vena System, whom the Chancellor hopes is coming to negotiate a trade agreement. Across the platform, Obi-Wan Kenobi stands watch, but makes a point to stay out of view. Omnino has a dislike for Jedi. The ship lands, and Omnino departs, preceded by her armed guard. Suddenly, a Senate Guard breaks off from the others and shoots the armed guard. He then takes a shot at Omnino, but another Senate Guard steps in, protecting her with a lightsaber. Obi-Wan leaps to his swoop to capture the traitor, but the traitor plunges to his death (seeming to call for help even as he does so of his own volition). On the platform, the lightsaber-bearing guard reveals himself to be Qui-Gon Jinn. Omnino is not pleased that Qui-Gon is there, both because of her distaste for Jedi and because it is Qui-Gon in particular. Walking from the scene, Qui-Gon admits to Obi-Wan that he and the Baroness had met before. At the Jedi Temple, the Jedi Council briefs the two Jedi about the situation. They agree with Qui-Gon's assessment that the Senate Guard was under some form of telepathic mind control, which means the true enemy is still at large. The Council assigns Qui-Gon to be Omnino's guardian on Coruscant . . . at her request. Before leaving to meet Omnino, Qui-Gon tells Obi-Wan of his past with Omnino. Twelve years earlier, Qui-Gon was her husband's guardian when he died in Republic space. The cause was heart failure, but Omnino had blamed Qui-Gon. Obi-Wan, half jokingly, suggests that perhaps Omnino has taken a liking to him. They meet her at the holographic zoo, where she is biding her time waiting for her son, Baron Sando, to arrive for the negotiations. They soon receive word that Baron Sando's freighter, while still apparently in one piece, has sent out a distress signal. Omnino asks Qui-Gon and Obi-Wan to investigate. They head for the Bright Jewel Cluster, where they dock the* Radiant VII *with a Republic rescue vessel which is, in turn, docked with Sando's vessel. Inside, they find everyone, even Sando, dead. A pair of Mantellian Savrips have gotten loose aboard the ship. It would appear that Sando was ferrying the creatures somewhere, but the destination is unknown. They decide to head for the planet the Savrips came from, Ord Mantell. Once on Ord Mantell, they are told that the Baron's ship had docked recently at the Bold Moisture Plant. They head for the plant and enter, only to find themselves surrounded by armed droids. The droids attack, but are called off when their master, Orin Bold, sees that they are Jedi. He fears they are assassins sent by the apparent Jedi (possible con-man) Taxer Sundown, who has been trying to run them off their land. His daughter, Nella, also arrives, and offers to help the Jedi to the area that Sando's ship apparently went to. They take an antique (and very valuable for something seemingly abandoned) T-24 airspeeder into Sundown's territory, passing a large band of Savrips. Nella tries to kill them to avenge her mother, but the Jedi stop her. Finally in Sundown's territory, they begin their search, but Nella begins to appear sick. They are soon accosted by mind-controlled minions of Sundown wielding practice lightsabers. During the scuffle, Nella is kidnapped, but they cannot pursue in the T-24 because someone has stolen it. They take a landspeeder to where one of the controlled attackers points them (where they saw the Savrips). They need to know how the hologram of Sundown that taunted them before the fight knew their names and their mission, but as they arrive, another question presents itself. The vessel is destroyed and the minions dead. But Nella…has vanished… When one of Sundown's agents comes to check on the wreck, the Jedi learn that Sundown is on his way to Bold's moisture farm and then to the stellar energy station where he will be picked up by an unknown transport. As Obi-Wan is sent to Bold's, Qui-Gon heads in the direction of the savrips, hoping to save Nella. When Qui-Gon finds the savrips and Nella, he discovers that the savrips are sentient. Their leader,*

Mawkran, says that no human can be save so long as the slavers remain. When Qui-Gon says he needs to go after Sundown, the savrips accompany him and Nella. At Bold's, Obi-Wan hears Sundown speaking with Bold. It seems that Sundown's "Force powers" are simply illusions along with a hypnotic mind control device. He had been controlling Bold and Nella to act as couriers and causing Bold to create fake lightsabers for Sundown's goons. When Nella's mother discovered the lightsabers, Bold killed her, still under control, and made it look like the savrips did it. Hearing this, Obi-Wan moves in, but Sundown escapes, but not before being smacked on the head by Bold, which fouls up his mind control device. Obi-Wan races after Bold and manages to slice the fin on Sundown's speeder before he can kill Qui-Gon and the others, who are on their way up to the spaceport. Their actions, especially the mass migration of savrips, have not gone unnoticed by the prejudiced populace. Upon reading the spaceport and reuniting, the Jedi discover the control device on Sundown, who has died in the crash of his speeder. Just then, the Benevolent III *arrives, bearing Omnino. She was go meet Sundown. She was behind it all along. She wanted to discredit the Jedi, which is why Sundown acted as one. She chose Ord Mantell so she could capture the savrips, not as slaves, but as* food*. Omnino used the attack on Coruscant, which was staged, to get Republic sympathy for Vena's entry into the Republic. She has brought along Chancellor Valorum, who is held at blasterpoint. The savrips then grab our heroes. Qui-Gon realizes that the savrips, the guards, etc. are all being controlled by Omnino with the same type of control device Sundown had. Qui-Gon appeals to Omnino's vanity, saying he would leave the order to join her and be her new bodyguard. She relaxes the savrip's control just enough that he can ignite his lightsaber and decapitate her. Valorum and the rest come out of their hypnosis, but even as they do, Mawkran is blasted by newly arrived settlers, who believed Nella was in trouble. Qui-Gon tells them the truth about the savrips, and how Sundown used them as patsies. In the end, who are the true monsters—the savrips, or the colonists? As the Jedi and Valorum return to Coruscant, they know inquiries must be made into the incident, but once again, Qui-Gon and Obi-Wan have come through with flying colors.*

(***Qui-Gon and Obi-Wan: Last Stand on Ord Mantell***)

- *Having become disenchanted with the Anzati leader Anis' ways, Torgo Tahn kills Anis, and then kills his would-be friends before escaping on his own. (To be continued below . . .)*

(***Aurra's Song***)

Qui-Gon and Obi-Wan: Last Stand on Ord Mantell (comic series: Ryder Windham)

Last Stand on Ord Mantell, Part I (comic: Ryder Windham)
Last Stand on Ord Mantell, Part II (comic: Ryder Windham)
Last Stand on Ord Mantell, Part III (comic: Ryder Windham)

Aurra's Song [flashback] [continued] (DHPA00 short story: Dean Motter)

Aurra's Song [flashback] [continued] (DHPA00 short story: Dean Motter)

36 – 34 BSW4

- *Jorus C'Baoth assists Jedi Master Tra's M'ins in mediation of a Duinuogwuin-Gotal conflict. (Exact date according to Old Senate Library entry: 1\68 to 4\66 P.E.)**

(conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (1\68 – 4\66 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

36 BSW4

- *Crix Madine is born on Corellia.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising

Sourcebook")

- *Vo Lantes is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #7)
- *Etsero is born on Adner.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Zeck Tambell is born on Coriallis.**
  (conjecture based on *Ringers*)*

***NOTE: This assumes that Zeck is 35 in *Ringers*.**

- *Ilo Jev is born on Wyloff.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *K'lial Khzrry is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Partaal Shenvehr is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Rogret Jiriss is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Magris Quill is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *King Veruna of Naboo is corrupted by Senator Palpatine of Naboo.*
  (conjecture based on *Episode I: Visual Dictionary*)
- *Finis Valorum is re-elected as Supreme Chancellor of the Republic.*
  (conjecture based on *Cloak of Deception*)
- *Tonheld Mining Corporation buys mining rights to the Halmad system.*
  (conjecture based on *Iron Fist*)
- *Raith Sienar receives his last interesting contract with the Republic for seven years.*
  (conjecture based on *Rogue Planet*)
- *Arkeld begins research and teaching at Mrlsst Academy.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, abridged)
- *Amidala, seemingly a prodigy, is sent to Theed for continued schooling.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *To save a herd of wild banthas from being shot, 5-year-old Anakin Skywalker runs up a dune to chase them away. Although he collapses several times from the heat, he doggedly continues until he achieves his goal.*
  (conjecture based on *Star Wars: Episode I*—"The Phantom Menace" novelization via *TimeTales*, verbatim)
- *Rhys Dallows turns eighteen and gets a job at the Theed Municipal Spaceport. He then also volunteers for service in the Naboo Royal Space Fighter Corps, but finds himself passed up for promotion often, due to his arrogance.*
  (conjecture based on *The Starfighter Trap*)
- *Naescorcom sets up a manufacturing center known as Ipsus on Genarius in the Cularin system. Among their first problems is network security, but when they capture a slicer named Loa Tibeeme and give him a job instead of punishing him, the problems become easier to manage.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Living Force Campaign Guide”)

35 BSW4

- *Dor Reder is born on Pirralor.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Corf Sarb is born on Deylerax.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Graf Yonna is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives")
- *Burellion Tiy is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives")
- *Koris Haslam is born.**
  (conjecture based on *Do No Harm*)*

***NOTE: This interprets “mid-thirties” as 35.**

- *“Pepper” Flarestream is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cracken’s Rebel Operatives")
- *Serdif Tount is born on Coruscant.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Tremayne is born.*
  (conjecture based on *Dark Vendetta*)
- *Cachi De Maal is born on Duro.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")
- *Tiion Sal-Solo and Randil Sal's son, Thrackan Sal-Solo, is born.*
  (conjecture based on *The Paradise Snare*)
- *Preela Dorat is born to Chel Dorat and his wife.**
  (conjecture based on *Loyalties*)*

NOTE: This assumes that *Loyalties* takes place the year of ANH and that “in her thirties” can be rounded to say that she is 35 years old in *Loyalties.

- *On Bespin, Callista Ming trains under Jedi Master Djinn Altis on a Jedi training platform named the* Chu'unthor*, possibly after the ship that crashed years before on Dathomir.*
  (conjecture based on *Darksaber* and *Murder in Slushtime*)
- *Around this time, Bib Fortuna, a smuggler, is caught on Ryloth and sentenced to death. He escapes and teams up with Bidlo Kwerve smuggling for Jabba the Hutt. Realizing that this could only end in death eventually, Bib convinces Jabba to let him be one of Jabba’s slavers. Bib returns to the homeworld that snubbed him with a fleet of slaver ships, kicking up Jabba’s operation full-force.**
  (conjecture based on *Star Wars: The Roleplaying Game*—“Secrets of Tatooine”)*

***NOTE: This could have taken place any time in Bib’s adult lifetime before TPM, but I put it here because 35 is a nice round number.**

- *Ebe Endocott, a proficient podracer, finishes first in the semi-pro Podrace on Malastare.*
  (conjecture based on *Star Wars: Episode I*—“The Visual Dictionary”)
- *Galactic Corporate Policy League is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate

Sector Sourcebook")

- *The* Courageous *is constructed. The YT-1300 vessel is soon overhauled into a war vessel.**
  (conjecture based on *A Legacy of Starships*)*

***NOTE: This event takes place during Valorum's Chancellorship, but no more specific time is given.**

- *Essara Till, under contract to the Garqi Agricultural Combine, begins to miss Naboo. She works her way out of her contract and returns home, where she is asked by Ric Olie to join Bravo Flight and help train pilots for Echo Flight.*
  (conjecture based on *The Starfighter Trap*)
- *The star in the Spiners' home system goes supernova, destroying the region. Only a few thousand can be saved by the Republic, as the species has none of its own space-faring technology. Those who survive soon discover that their genes bear a flaw that allows them to only procreate on their homeworld. As such, the species, which begins to be thought extinct, actually starts the slow decline toward extinction as members die off of old age, accidents, and so forth.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: There is no date given for this event, but given that Hedji is still alive, and we are told that it was the Republic, not the Empire, trying to save the Spiners, I have placed it here, during the Republic's decline, but not yet into Palpatine's reign.**

34 BSW4

- *Talon Karrde is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Boba Fett is born to Jango Fett and his wife/mate.*
  (conjecture based on Temeura Morrison's comments that his character in *Attack of the Clones*, Jango Fett, is the father of 12-year-old Boba Fett in the film)
- *Sintas, future wife of Boba Fett and future mother of Fett's child, is born on Kiffu.**
  (conjecture based on *Unusual Suspects*)*

***NOTE: This rounds "mid-30s" to 35 years old in *Outbid But Never Outgunned*.**

- *Drigor Tarrens is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")
- *Magar Jaros is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Pike Angeles is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Venlyss Pnorr is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Anakin Skywalker sneaks a ride in Watto's podracer and Watto is impressed to the point of making Anakin his full-time racer.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" novelization)
- *At an official banquet for the Old Republic's Hewett senators, Adi Gallia keeps Qui-Gon Jinn from eating Konkeel pie, which is poisonous to humanoids. He believes that Adi Gallia has saved his life, just as if she'd saved him from attack.*
  (conjecture based on *Jedi Emergency*)
- *Quinlan Vos achieves the rank of Jedi Knight and takes Aayla Secura as his Padawan Learner. Upon doing so, he gives Aayla a Heart of Fire. At some point*

*during the next two years, the two will uncover the secret of the Lodi with the Shu-Wang Prism and save a princess on Xoman III from pirates and a traitor.**

(conjecture based on *Heart of Fire* and information found at www.starwars.com)*

***NOTE: This assumes that Quinlan is 27 in TPM, and that he became a full Knight and took a Padawan at age 25, just like Obi-Wan. This further assumes that Aayla was the same age Obi-Wan was when he became a Padawan. Either way, Aayla receives the Heart of Fire when she is 13, whether at her initiation as Padawan or not.**

- *Jorus C'Baoth is named ambassador to the Xappyh Sector. (Exact date according to Old Senate Library entry: 8\21\66 P.E.)**

  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (8\21\66 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above. Please also note that in this case, the date in the source material was a typo. The intended year number was 66, not "62" as it is in the source material.**

- *Ebe Endocott, a proficient podracer, finishes first in the semi-pro Podrace on Malastare for the second time.*

  (conjecture based on *Star Wars: Episode I*—"The Visual Dictionary")
- *Amidala, seemingly a political prodigy, becomes Princess of Theed.*

  (conjecture based on *A Summer's Dream*)
- *Sia-Lan Wezz becomes Padawan of Jedi Master Lo-Jad.**

  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")*

***NOTE: This assumes that Sia-Lan Wezz became a Padawan at the age of 13, just like Obi-Wan Kenobi.**

- *Rann I-Kanu becomes Padawan of Jedi Master Ali-Vor.**

  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")*

***NOTE: This assumes that Rann I-Kanu became a Padawan at the age of 13, just like Obi-Wan Kenobi.**

- *The* Star Morning*, a Kogus liner, is built.*

  (conjecture based on *Star Wars Encyclopedia*)
- *R2-D2 is assigned to the Naboo Royal Starship.*

  (conjecture based on *Episode I: Visual Dictionary*)
- *At Chancellor Valorum's request, Mace Windu sends Jedi Knight Naeshahn and Padawan Ebor Taulk to Yinchorr, to sue for peace with the increasingly aggressive Yinchorri.*

  (conjecture based on *Jedi Council: Acts of War*)
- *Dren Melne returns to Naboo after several years of piloting out in the galaxy at large. He joins Bravo Flight, where he meets Essara Till. The two slowly become more than just friends.*

  (conjecture based on *The Starfighter Trap*)
- *Around this time, the Theed Palace Space Vessel Engineering Corps designs the N-1 starfighter for Naboo. Shortly after their production begins, King Veruna has the docking port for the Theed palace moved to right next to the power generators.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *A research station is set up on Almas to study the kaluthin plants put on the world centuries earlier by Darth Rivan as a terraforming agent. Gilloma, an Ithorian who recently left the University of Alderaan, heads the team to cross-breed the plant with others to make its properties transplantable.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *While Anakin and his friend Amee spend an unusual day off from slave duties, they return to the Mos Espa slave quarters to find the area in chaos. The slave-raider Krayn has struck, taking away Amee's mother, Hala, and causing such terror in Shmi Skywalker that Anakin forces himself to bury her look of fear in his mind, hopefully to never remember it again. (To be continued below . . .)*

(***Jedi Quest: Path to Truth***)

Jedi Quest: Path to Truth (youth novel: Jude Watson)

Jedi Quest: Path to Truth (youth novel: Jude Watson)

Prologue

33 BSW4

- *Pendor Gyrr is born on Yag'Dhul.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Dannen Lifehold is born.**
  (conjecture based on *Breaking Free*)*

***NOTE: This entry assumes that Dannen Lifehold and Krell worked together on Alderaan for 3 years. The actual *Breaking Free* biography of Dannen Lifehold says "a few years."**

- *Kolor Delan is born on Pendarr III.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Leeds is born.*
  (conjecture based on *The Longest Fall*)
- *Boo Rawl is born.*
  (conjecture based on *Slaying Dragons*)
- *Danaan Kerr is born.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")*

***NOTE: Actually, he could be born any time before this date. In *Wanted by Cracken*, which is set 7 ASW4, his age is given as "40+."**

- *Tardon Golor is born on Ryloth.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Redda Macrebe is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #7)
- *Glongfurrp is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")
- *Teela Panjarra is born, presumably on Corulag. Her parents die shortly there after during an accident at an archaeological dig, and she is left in the custody of Chief Scientist Frexton of the Corulag Academy's Science Service division.*
  (conjecture based on *Jedi Emergency*)
- *Winama, Amidala's grandmother, whom she had lived with before becoming governor of Theed, dies.*
  (conjecture based on *Star Wars: Journal*--"Episode I: Queen Amidala")
- *Westa Impeveri uses political maneuvering to become Senior Counselor of Hedrett on Culari.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Sebulba purchases two Rutian Twi'leks as masseuses.*
  (conjecture based on *Episode I Visual Dictionary*)
- *Kharl Vanneb and Sakme Kelene graduate from the Theed School of Technology and Engineering on Naboo.*
  (conjecture based on *Peril in the Ionosphere*)
- *Lorn Pavan gives Tuden Sal some information which helps Sal keep his liquor license.*
  (conjecture based on *Shadow Hunter*)

- *Using Nubian components and a Naboo spaceframe, the Naboo Bomber is developed by the Royal Security Force and Theed Palace Vessel Engineering Corps.*
  (conjecture based on *Battle for Naboo* via *TimeTales*, paraphrased)
- *A Gungan named Toba purchases a used SoroSuub transport and names it the* Sea Killer*. He has a sea killer image painted onto it and installs missile launchers.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for the *Sea Killer*, found on the Wizards of the Coast website)
- *Rufus Trammel places a bid on the private platform Tolea Biqua on Dorumaa, moon of Almas in the Cularin system. When the bid becomes public, he backs out. Presumably, he believes there is something worth the investment below the platform . . .*
  (conjecture based on Rufus Trammel profile on www.wizards.com)
- *By this point, the Trade Federation's secretive military buildup has come to include several variants of Battle Droids, Colicoid Destroyer Droids, battleships and droid control ships masquerading as freighters, Baktoid Armor Workshops ground vehicles (the Multi Troop Transport, Armored Assault Tank, and Single Trooper Aerial Platform), and several other designs entering production, such as the droid starfighters. They are nearly ready to move.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")*

***NOTE: There is no way to tell yet exactly when these various advancements entered the Neimoidians' arsenal. We only know they are recent as of TPM.**

- *Ke Daiv, a Bloodcarver from the planet Batorine, is exiled from his family, who is well known politically, for killing his childhood friend during a hunting expedition. Adopted as an orphan, Ke Daiv learned that his benefactor's son was prophesized to die in battle. The son was kept away from any form of combat. However, the youth still had to kill a wild feragriff to prove his adulthood, so they were sent to a preserve on one of Coruscant's moons to kill the beast. Unfortunately, the prophecy came true when on of Ke Daiv's shots missed the feragriff and instead killed the other youth. His benefactor cursed him and exiled him. He later finds work with the Trade Federation as a hired assassin.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *The planet Yashuvhu is rediscovered by the Republic vessel* Pathfinder III*. The Republic force is surprised to find scattered human settlement and Force Adepts within the population, who grew from the bloodline of the Jedi who crashed there millennia ago. The natives question the Republic group about the outside galaxy and the Jedi. None is more questioning than Valara Saar. She convinces the* Pathfinder III *team to take her back to the Republic to train as a true Jedi. Unfortunately, Jedi training will prove too restrictive for her, and she will leave to become a wanderer. She will eventually make her way back to Yashuvhu as a Priestess, still a student of the Force.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Valara Saar, found on the Wizards of the Coast website)
- *The automated defensive weapons on Uffel, the droid-controlled moon of Genarius, are tested when pirates attempt to raid Q2-2D's operation.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Darsha Assant attends a demonstration held by Yoda, in which Yoda, unarmed, is attacked by Plo Koon, Saesee Tiin, and Depa Billaba. With the Force as his ally, Yoda is never even touched.*
  (conjecture based on *Shadow Hunter*)
- *The StarForge Shipyard is established by the parents of Chidee Na Maak.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Far Orbit Project" and *Star Wars: The Roleplaying Game*—"Pirates and Privateers" via *TimeTales*, abridged)

- *Jedi Master Ali-Vor sends Rann I-Kanu to study at Theed's Royal House of Learning on Naboo. Jedi Master Lo-Jad also sends Padawan Sia-Lan Wezz. At the House of Learning, the two Padawans meet and become close friends with Rorworr (son of a Wookiee diplomat), Deel Surool (child of wealthy Twi'lek merchants), Gulak (a volunteer with the Royal Security Force), Toba (a Gungan scout), Arani Korden (daughter of a Theed noble), and Dane (who is training to be part of the Queen's handmaidens).**

  (conjecture based on *Star Wars: The Roleplaying Game*--"Invasion of Theed")*

***NOTE: This assumes that the two Jedi Padawans were sent about a year before the events of *Invasion of Theed*, which allows them a year to be with their Masters.**

- *Zegmon Pent, the leader of the anti-Senate group known as the Flail on Coruscant, steals an imitation lightsaber from a technician who had constructed it as an experiment. Pent then uses the fake lightsaber to perpetuate his fake persona as a former Jedi student, in order to maintain control over his minions through fear.*

  (conjecture based on *Shadows of Coruscant*)

- *On Naboo, a sando aqua monster is chased and forced to beach itself by a pair of opee sea killers. It ends up beached and dying over a series of caverns bearing an alarming secret. Elsewhere, at the Port Landien Perfumery, Lieutenant Panaka of the Royal Security Force, along with Sergeant Bialy, confront a trespassing Gungan named Kroke Modbom. Panaka is injured, but knocks Kroke out. Later, after working a bit on a prototype for a grappling device for the standard RSF blaster, Panaka is called in to see Captain Magneta. There he meets a close advisor to Senator Palpatine named Sate Pestage. Pestage says that Kroke is a wanted fugitive and will be sent off to Coruscant for further trial, while Panaka will search for Kroke's accomplice on Naboo . . . after he handles traffic duty to keep people away from the beached sando aqua monster. Near the monster, Panaka's roadblock is breached by a hurtling speeder. Panaka gives chase and follows the other driver, now on foot, into the caverns below the creature. Inside, Panaka is caught by the other man, who calls himself Veermok. He explains to Panaka that these caverns house a secret facility that he and other anti-conspiracy citizens believe that King Veruna has been hiding evidence of corruption in the highest levels of the Naboo government. Panaka is slightly intrigued, but more interested in getting out of the situation. When the aqua monster's death thrashes cause a cave in and a deluge of water in the cavern, only Panaka's grappling device saves him from being swept away with several dead bodies, both human and Gungan, that appear to have been left to rot. Upon surviving the rushing water, Panaka uses the grappler to catch Veermok, but before he can take him in, Sate Pestage appears and shoots the man. Pestage commends Panaka for his bravery and leads him out, taking some kind of device with him. Outside, Panaka is informed that the entire suggestion of a facility and the bodies is being written off as a pirate operation, and that Panaka shouldn't question Magneta's decision on the matter. Moments later, all evidence of the situation is destroyed by fire from N-1 starfighters. Any hope of uncovering the truth of corruption is dashed until another day . . .*

  (***The Monster***)*

***NOTE: This could take place at any time after Panaka ceases his duty hunting pirates, but before Panaka takes over as captain of the RSF. I place it here because it certainly seems that things are beginning to come to a head regarding Magneta's corruption.**

- *In Watto's junkyard, Anakin Skywalker and Kister Banai discover a discarded Cybot Galactica protocol droid. Anakin takes it and decides to rebuild it. His mother allows him to do so because he seems meant to take care of it. (To be continued below . . .)**

  (***Thank the Maker***)*

***NOTE: This assumes that Anakin was working on C-3PO for about a year before TPM.**

- *Jedi Master Ali-Vor, on Naboo with Rann I-Kanu, assigns Rann to help look into smuggling activities based out of Theed. With a group of friends, Rann heads for an ancient shrine that the smugglers have converted into a base. The group sneaks inside and discovers that the smugglers are dealing in Veermoks. They free the smugglers' prisoner, Tasrah Boh (who then heads back to the House of Learning), and then discover the leader of the smugglers, Saidle Frex. In a fierce battle with Frex, the group finally defeats him, bringing an end to the smuggling operation.*

  (***The Predators***)

***NOTE: This adventure was a tie-in adventure to *Invasion of Theed*, first presented on the Wizards of the Coast Website under the name *The Smugglers of Naboo* and then printed in *Star Wars Gamer* #2 as *The Predators*. It then appeared *again* on the WotC site (Do these guys get a hard-on from this story or what?), under the original name. I list it here by the latter name, as that is the name that it took in printed form.**

- *Queen Amidala of Naboo forms a group of handmaidens/bodyguards consisting of Sabe, Sache, Yane, Rabe, and Eirtae.*

  (conjecture based on *Episode I Visual Dictionary*)
- *In Otoh Gunga on Naboo, the City Bigspace opens.*

  (conjecture based on *Episode I Incredible Locations*)
- *Jedi Master Mace Windu writes a new educational document about the Jedi Code, focusing highly on the commentary on the Code written by Odan-Urr.*

  (***Understanding the Jedi Code***)
- *The Neimoidian Trade Federation begins to speed its buildup for invading Naboo. This movement is silently directed by Darth Sidious and accomplished with the aid of Jabba the Hutt.*

  (conjecture based on *Episode I Incredible Locations*)
- *In light of the Trade Federation's leaders, the Neimoidians, intending the risky blockade of Naboo, two other Trade Federation species, the Filordi and Caarites, break from the Trade Federation and form the Metatheran Cartel and begin to expose Neimoidian policies in the Cularin system. They begin to replace the Trade Federation as the major economic power in the system, while the Trade Federation can only counter by hiring pirate bands to harass the Cartel.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Aboard a blasted ship, Aurra Sing is held captive by her former teacher, Torgo Tahn. The Anzati is still attracted to Aurra, and is now a bounty hunter himself. He has come to collect a huge bounty offered on Aurra (alive, not dead). He taunts her about their shared past, and reveals how he killed Anis and fled the Anzati. In his ego trip, he doesn't notice Aurra reach for a small control device, which frees her from the device holding her and sends it to ensnare Torgo. The ship, which Torgo had set as a trap for Aurra, was sold to Torgo by Aurra's agents as a trap for* him*. She was the one who set the bounty, and she had been planning this reunion for a long time, hoping to collect the bounty on Torgo, which is being offered by the Anzati for his murder of Anis and his companions years ago. Having succeeded in her plan, Aurra takes her new prisoner and heads off to collect her bounty.*

  (***Aurra's Song***)
- *After a series of incidents, culminating with Jar Jar Binks trying to steal food from the retired general (now chef), Marshoo, Jar Jar Binks is arrested by his old friend, Captain Tarpals, who tells him that people are calling Jar Jar the "Death of Captain Tarpals." Boss Nass and the Rep Council have just voted to banish Jar Jar via the Nocombackie Law, and Tarpals is to take him to a cell before his banishment. Before he can do so, though, the two Gungans are attacked by Marshoo. They are saved when their Eopie knocks Marshoo into a pool, and Jar Jar smacks him with a pan upon emerging. Jar Jar wakes Tarpals and they take a bongo to the*

surface of Naboo, where Tarpals allows Jar Jar to go free in his banishment, instead of facing punishment first. He can't let Jar Jar be the death of him.

(***The Death of Captain Tarpals***)

- *When Republic citizens on Mayvitch 7 (one of the moons of Amador) are attacked by the Yinchorri, the Jedi Council is asked for assistance. The Jedi had already tried for peace with the Yinchorri when Mace Windu sent Naeshahn and Ebor Taulk to Yinchorr, but last night, their mutilated bodies were delivered to Supreme Chancellor Valorum. They now know that the Yinchorri are, at present, immune to mind tricks, and that at least some of them wear cortosis shields, which short out lightsabers on contact. The two Jedi never had a chance. Mace intends to head for Yinchorr alone. Elsewhere on Coruscant, Darth Sidious (Senator Palpatine of Naboo) and his apprentice, Darth Maul, discuss the situation with the Yinchorri. Sidious is preparing to make his move for the Chancellorship, and a species like the Yinchorri, greatly aggressive and immune to mind manipulation through the Force, can be a major obstacle in gaining absolute power. Maul wishes to be the one to go after the Jedi on Yinchorr, or the Yinchorri, but Sidious contacts the mercenary Vilmarh "Ville" Grahrk, who will be his "hand" on Yinchorr to either prod the Yinchorri to kill the Jedi (ridding Sidious of them) or to fight the Jedi and die in the attempt (ridding Sidious of the Yinchorri). At the Coruscant spaceport, many Jedi have arrived, voluntarily joining Mace in his mission. Mace, Saese Tiin, Qui-Gon Jinn, and Obi-Wan Kenobi will go to Yinchorr. Adi Gallia, Eeth Koth, Tsui Choi, and Theen Fida will be going to Yitheeth. Plo Koon, Micah Giiett, Lilit Twoseas, and K'kruhk are going to Yibikkoror. When one group finds the Yinchorri command center, they will call the other teams to assist in taking it out. Yoda, Yarael Poot, and Oppo Rancisis see them off They each take a diplomatic cruiser and emerge from hyperspace into an ambush. Gallia's team manages to trick one Yinchorri ship into destroying two others, causing the first ship to retreat. Mace's team uses a trick Tiin knows to go into hyperspace and essentially go through the planet (my guess is that they leaped into hyperspace, skirted the mass shadow, then popped out on the other side of the realspace planet). On Giiett's ship, the Jedi plan to make it look like they are abandoning the ship and need the Yinchorri to score a decent hit to make it believable, which the Yinchorri manage to do on their own. Back on Coruscant, news of the conflict reaches the remaining Jedi, but Yoda senses another danger . . . as several Yinchorri stalk the grounds of Coruscant. The Yinchorri attack the Jedi Temple, getting caught as they enter. Tieren Nie-Tan and Jude Rozess are killed, but so are all but one of the Yinchorri, who is interrogated. Elsewhere, the Yibikkoror team ejects all escape pods, convincing the Yinchorri that they have abandoned ship. They proceed to Yibikkoror. The Yitheeth team arrives on Yitheeth and are attacked, but they learn (from a Devaronian) that the Yinchorri base is not on Yitheeth. The Yibikkoror team is attacked as well, but take refuge in one of the world's floating cities, while still being pursued. As the Jedi on Coruscant determine that there must be someone else pulling the Yinchorri's strings, the Yibbikoror team prepares to make a stand against the Yinchorri, but Plo Koon fears that if the Yitheeth team does not arrive as backup soon, it could be their last stand. Back on Yinchorr, Obi-Wan and Qui-Gon have discovered what looks like the staging area for a Yinchorri invasion. Back on Yibbikoror, the team faces off with the Yinchorri as the Yitheeth team arrives to save them. The team escapes, and Adi Gallia reports back to the Jedi Temple that they have captured the Devaronian who set them up. Elsewhere on Coruscant, Darth Sidious informs Vilmarh "Ville" Grahrk that one of his agents has been captured. It would appear that Ville is working for the Dark Lords of the Sith, whether he realizes who they truly are or not. Soon, the combined non-Yinchorr Jedi force reaches Yinchorr as Mace Windu's team is under attack by advancing Yinchorri. The newly arrived Jedi enter the fray, hoping to help their*

fellows escape. In the battle, Lilit Twoseas receives a possibly fatal blow trying to save K'kruhk from a Yinchorri. Theen Fida is also gravely injured. As the other Jedi attempt to get the wounded Jedi to the ship to escape, Micah, Obi-Wan, Qui-Gon, and Plo Koon remain behind for the moment to cover the retreat. Back on Coruscant, Supreme Chancellor Valorum manages to get enough votes to pass a resolution creating a blockade and embargo against the Yinchorri. Back on Yinchorr, the escaping Jedi take their wounded and dead (note: dead that did not pass into the Force) into their ship to escape, finding their Devaronian prisoner attempting to call Ville. The Jedi trace the transmission to the Yinchorri command center inside a lifeless world close to the Yinchorri sun, the same location Yaddle and the Jedi Council have determined must be the base. As Plo Koon, Obi-Wan, Qui-Gon, and Micah cover the escape, Micah is shot. He remains behind, letting the other three escape as he uses is lightsaber to cause a massive explosion. On Coruscant, Darth Sidious senses Micah's death and sends for Ville, but Ville is already running scared now that the plot has been foiled. The Jedi task force heads for the Yinchorri command planet, even as Valorum sends the Republic Navy to attack the same location. They arrive at almost the same time, and as the Navy covers them, the Jedi fly their vessel into and through the planetoid, destroying the Yinchorri operation. Back at the Jedi Temple, Valorum (via hologram) reports to Yoda that the quarantine on the Yinchorri system is about to begin. The Jedi soon return, and with their arrival, the Jedi Council must now begin to decide on who will replace Micah on the Council. Mace Windu and Yoda are considering Ki-Adi-Mundi, who has stood in for Micah in the past. Yoda has a more pressing worry, though. Ville had no motive for wanting to incite the Yinchorri, so who was really behind the plot? Elsewhere on Coruscant, Sidious and Darth Maul relish in their victory in oppressing the Yinchorri and eliminating a potential future threat, all thanks to the Jedi Knights . . .

(***Jedi Council: Acts of War***)

- *Boss Nass and the Rep Council of Gungans on Naboo grant Jar Jar another try to live in Otoh Gunga, rescinding their recent banishment.**

(conjecture based on *The Death of Captain Tarpals* and *Rescue in the Core*)*

***NOTE: *The Death of Captain Tarpals* shows a banishment that was totally unlike what was described in TPM. *The Bongo Rally*, which is part of *Episode I Adventures* shows a manner which matches what was said in TPM. As they are both Official, one can only presume that *The Death of Captain Tarpals* takes place before *Rescue in the Core* (the first part of the third *Episode I Adventures* cycle), and that Jar Jar somehow managed to be allowed to return between the two stories.**

- *After a petition to remove Jar Jar Binks to a far-off bubble is torn up by Boss Nass, and the Rep Council's suggestion of removing Jar Jar to a military post on the surface is also dismissed by Boss Nass, Jar Jar Binks is given a job as a bubble cleaner for the Otoh Gunga Zoological Research Facility to keep him out of trouble. While cleaning the hrumph cage, Jar Jar accidentally lets one loose and chases after it, not realizing that in doing so, he is letting the others escape as well. They are all eventually rounded up, but by then, they have made it to the control room and accidentally freed the Great Hohokum and two dwarf opee sea killers from their bubbles. The Director of the Zoological Research Facility finds Jar Jar asleep after chasing one hrumph and takes him to Boss Nass. Jar Jar is not going to be pounded, but will be sent to the quarry, where prisoners were sentenced to shape and reshape boulders generations before. The quarry has been shut down for a long time, but they will reopen it, just for Jar Jar. Upon reaching the docking platform to take Jar Jar to the quarry, Nass discovers that the military bongo is out chasing down escaped animals, and Rep Teers has already left in the Rep heyblibber, so they must take a tribubble bongo, which means that only Jar Jar, Nass, and Commander Wollod can go. They leave and head for the quarry, but on the way, they learn that a seaquake has endangered Teers' heyblibber and the lives of Teers and the pilot, Major Fassa. They prepare*

*to go on a rescue mission, but the shockwave from the seaquake hits the bongo and knocks all but Jar Jar out. Jar Jar manages, with minor problems along the way, to get them into the safety of the quarry, but they are trapped inside by a cave-in. Jar Jar makes sure the other two are okay, then sets out to find a way to get out of the quarry. As he sets out, he finds an albino dianoga from the research facility that had hitched a ride on the bongo. Jar Jar knocks it out and prepares to take it back with them. After battling veermoks and sea creatures, Jar Jar makes it to the control room and starts to fill the room with the bongo with water to raise them to an escape tunnel. As Jar Jar races back to the bongo, he finds the two dwarf opees and makes them come with him. Finally, Jar Jar gets the bongo and the opees out of the area and to where they help save the heyblibber from another creature before finally arriving at a bubble in Lake Umberbool. Teers, Nass, Wollod, and Fassa will be find, but Captain Tarpals still takes Jar Jar into custody, until Nass asks to see him. Nass thanks him for saving their lives, and will allow Jar Jar to remain on Otoh Gunga on probation and to go watch the Festival of Warriors that will soon be held. Nass then introduces Jar Jar to Fassa, who happens to be his gorgeous (by Gungan standards) niece, and who also happens to believe she owes Jar Jar a life debt for saving her and Teers. Fassa asks if Jar Jar will be competing in the festival, and he can only gulp and know that since she has asked, he'll have to compete.**

(***Rescue in the Core***)*

***NOTE: I include this story here, before *The Death of Captain Tarpals* and the rest of the *Episode I Adventures* stories because Jar Jar is still living in Otoh Gunga at this time, which ends with *The Bongo Rally* (yes, he must've returned after his earlier banishment in *The Death of Captain Tarpals*), but all of the previous *Episode I Adventures* stories have given the impression of taking place much closer to the time of *The Phantom Menace* than when Jar Jar was supposed to have been banished. Thus, since the *Star Wars Missions* stories, which were precursors to the *Episode I Adventures* stories, leaped around a tiny bit in sequence, I assume that *Episode I Adventures* can as well, and this cycle simply takes place before the earlier *Episode I Adventures* books.**

- *Jar Jar Binks has been assigned to Lake Umberbool to prepare for the Festival of Warriors, but Major Fassa's pursuit of him causes him to lie and say Boss Nass wanted him to work in the kitchen. This brings Nass fuming after Jar Jar, but he soon learns why Jar Jar has lied and forgives him the error. To prove that he is not just a clumsy foul-up, Jar Jar enters into the Big Nasty Free-for-All, which Fassa had expected him to do. Among the 436 contestants are Jar Jar, Nass, Fassa, and Captain Tarpals. As the event is about to start, Rep Teers calls Nass and tells him that droids have been sighted in the area. Nass says that subduing a droid will give the competitors bonus points. The game begins and the competition is fierce. Tarpals gets off track and uses a kaadu to catch up, and Moppo Dop accuses him of cheating. As per the rules, Tarpals kicks Dop's butt, so Dop retracts the accusation. Elsewhere, Fassa disables droids, coming upon a submarine. In the sub, droids prepare to attack the arena. She stops both the droids inside the sub and the torpedo that was fired, then finishes the Big Nasty by crossing the finish line with the sub, which is okay by the rules. Fassa is first. Tarpals is second. Jar Jar is thirteenth. Nass is forty-eighth. Nass calls his people together to discover what the droids were up to. Elsewhere, the pirate Captain Swagg learns of the droids' failure, but is happy at their fate because now the Gungans will undoubtedly take time to study the droids . . . while he can plunder the Gungans' sacred place, stealing the area's statues . . .*

  (***Festival of Warriors***)

- *On Naboo, as the other Gungans are at the Festival of Warriors, Gungan historian Rep Been heads for the sacred place to study the ruins. Upon arrival, though, he is captured by Captain Swagg and his droids, who are there to plunder the area. Back at Lake Umberbool, Boss Nass, Captain Tarpals, Major Fassa, Jar Jar Binks, and engineer Lob Dizz look over the droids that were captured by Fassa during the Big Nasty Free-For-All. When the droids won't give up information about their*

mission, the Gungans have a couple of the out of commission droids turned into garbage disposals, using Jar Jar's voice through a megaphone to scare the droids. The droids aren't necessarily scared, but they sure as hell don't want to end up talking like the Gungans, so they tell the Gungans about Swagg's plans, and that he still has ten droids. Along with Commander Wollod, the group of Gungans races for the sacred place to stop Swagg. They send Jar Jar (thinking he'll get killed, though Fassa doesn't like that one bit) to Been's captured sub (which Swagg was going to use to replace the sub Fassa stole) to find and rescue Been. Through sheer dumb luck, Jar Jar actually succeeds in getting aboard and defeating some droids, but Been is not aboard. The Gungans race through the jungle to stop Swagg and the droids, and along the way, Jar Jar gets caught in a trap. Tarpals finds him, but decides not to free him yet, so that he can't cause any more trouble. Tarpals gets aboard Swagg's ship as he takes off with one statue. He attacks Swagg and manages to hold him at blasterpoint, while freeing Rep Been. Swagg escapes in an escape pod, though, while Tarpals pilots the ship back to Naboo. After talking to the others, Tarpals realizes he still has to get Jar Jar down, so he races for the trap. Jar Jar is cut down, but he's quite dizzy from blood rushing to his head. Playing off of Tarpals' guilt, Jar Jar gets permission to attend the upcoming Bongo Rally.

(***Pirates from Beyond the Sea***)

- *Boss Nass is not amused that Major Fassa has taken a life debt to Jar Jar Binks, but, luckily, Nass discovers from Rep Been that since Jar Jar is on probation, the life debt is invalid. As Jar Jar returns to Lake Umberbool for work, the pirate Captain Swagg sets course to return to his captured droids, 3-S and 4-S, who are in Gungan custody . . . and then resume his attack on the Gungans as revenge for foiling his pillaging of the Sacred Place. He arrives and frees the droids, preparing also to destroy the lab where the droid 4-S was turned into a trash bin. At Lake Umberbool, two bongo racers, Spleed Nukkels and Neb Neb Goodrow, get into an accident during prerace trials. Jar Jar, having been given his Bongo Rally tickets but being talked into working at Boss Nass' party in Otoh Gunga, goes with the two racers back to Otoh Gunga, where the racers intend to get other bongos. Upon arrival, they find Lob Dizz knocked out and explosions threatening the lab. Dizz and Neb Neb go to fix the city's communications array to warn those in Lake Umberbool of Swagg's return, while Jar Jar and Nukkels chase down Swagg, who has stolen a ferry. They arrive at Umberbool and Jar Jar manages to take out one of the two droids. Swagg and the other droid escape as Nukkels twists her ankle. Jar Jar continues after the intruders, discovering that one of them has taken the place of racer Brooboo Seep. Jar Jar quickly warns Tarpals and Fassa and escapes before Nass can see that he's not at Otoh Gunga. Tarpals races after "Seep" and manages to take out the second droid and to board Swagg's stolen ferry. Swagg takes a shot at Tarpals, but it ricochets and kills him. Tarpals brings the ferry under control and is a hero. He saves Jar Jar's hide by not saying how he knew Swagg was coming. Later, at Boss Nass' party, Jar Jar reheats food in a gasser when the door gets stuck. In trying to fix it, he manages to cause an explosion, which floods the area and wrecks Boss Nass' heyblibber. Having fouled up, yet again, while on probation, Jar Jar is banished from Otoh Gunga to the surface of Naboo.*

(***The Bongo Rally***)

- *Ebe Endocott, a proficient podracer, finishes first in the semi-pro Podrace on Malastare for the third time. He then buys a ship and heads for Tatooine for the Boonta Eve Podrace to be held a year later.*

(conjecture based on *Star Wars: Episode I*—"The Visual Dictionary")

- *On Arorlia, Jedi Master Qui-Gon Jinn and his Padawan, Obi-Wan Kenobi, discuss the Living Force, while escaping a squollyhawlk and dealing with a treacherous Moggonite named Mosko Bolpa. They come upon the lair of a Silan, one of the*

primordial creatures of the Dark Side, and Qui-Gon decides he must destroy it. Obi-Wan insists on joining him, and they defeat the creature. The galaxy has one less Dark Side creature. After the battle, Obi-Wan and Qui-Gon discuss their role in destroying the creature, and Obi-Wan receives a lesson in being part of something much greater and much better than he can imagine.

(***Life, Death, and the Living Force***)

- *The patriarch of Ootoola is killed by a Purist movement. All other members of his family, with the exception of his daughter, the princess, are also killed. The Purist Council becomes the new government of the planet.*

  (conjecture based on *Deal with a Demon*)
- *On Ootoola, Vilmarh "Ville" Grahrk, a Devaronian, has been hired by the remnants of the old government to smuggle the last remaining royal, the princess, off of the planet. The princess is accompanied by Naradan D'ulin, a Mistryl. During their escape, Ville arranges for them to be captured by the Purist Council, who want the princess dead. When D'ulin mentions she can pay more than the Purists can, Ville arranges for an escape. They make it to Dur Sabon aboard Ville's ship, the* Inferno*, with the help of his ship's artificial intelligence, NT.*

  (***Deal with a Demon***)
- *Republic diplomats visit Cerea three times. On the last time, they leave behind "Representative" Bron.*

  (conjecture based on *Prelude to Rebellion* #0)
- *Saboteurs shut down Lommite Limited conveyors on Dorvalla.*

  (conjecture based on *Saboteur*)
- *Jorus C'Baoth is one of six Jedi Masters attached to the Outbound Flight Project, which will set out to explore beyond the galaxy the next year. C'Baoth was one of the major architects for getting funding for the project. (Exact date according to Old Senate Library entry: 7\7\65 P.E.)**

  (conjecture based on *Dark Force Rising*)*

***NOTE: Please bear in mind that the exact date quoted here (7\7\65 P.E.) is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

- *The Republic attempts to gain the entry of the planet Cerea. Cerea, however, refuses to join based on their anti-technology stance. Representative Silais, a Twi'lek diplomat, arrives and speaks to the Cerean elders on behalf of the Republic, but the elders choose to give their support to the anti-joining views of Jedi Knight Ki-Adi-Mundi. His point of view is that the world is fine on its own, and that the relatively few places that have been touched by the Republic have soiled the planet's natural beauty already. Ki returns home to his honor and bond wives only to find that his daughter, Sylvn is still consorting with a group of Techrats, young people who desire the technology that the elders forbid and the Republic offers. Sylvn, it seems, has fallen in love with Maj-Odo-Nomor, one of the more vocal of the Techrats. Ki proceeds to a Techrat rally to bring Sylvn home, and finds a human named Bron stirring up anti-elder, pro-technology, pro-Republic support from within the Techrat ranks (much like a toned-down version of Adolf Hitler in our galaxy will later do). Just as Ki enters the scene, Bron has managed to get the crowd's mob mentality riled up to a frenzy. Ki attempts to dissuade them from rash action, but a group of Cerean youths, led by none other than Sylvn's boyfriend Maj, decides to attack Ki. The Techrats manage to take his lightsaber and are about to continue their attack when Maj accidentally activates Ki's lightsaber and inadvertently kills a fellow Techrat. Sylvn and other friends of Maj whisk him away to safety. Ki, being an honorable man, investigates the body of the murdered Techrat. Just as he prepares to retrieve his lightsaber and take the body of the boy to the authorities, several Techrats see him and the dead boy and assume that* he *was the murderer. Bron uses this opportunity to accuse Ki of*

murder and create more discomfort between the elders and the Techrats. At a hearing of the elders, Representative Silais uses Republic technology (surveillance cameras and analysis of skin cells found on the lightsaber) to prove that Ki was not the murderer. The elders still refuse to return Ki's lightsaber to him, and Silais uses his "aid" of Ki to point out to Ki that it was his despised Republic technology which exonerated him. Upon returning home from the hearing, Ki finds Sylvn's mother, Mawin, distressed, just as Sylvn and fellow Techrats leave the home via swoops, vehicles incredibly rare on anti-technological Cerea. Ki assumes that with all of the Cerean controlled areas being searched for Maj, the only place he could hide was in a Republic-built tower known as the Outsider Citadel. The Citadel is vast and Ki doesn't know where to start looking, so he attempts to hunt down an Ortolan informant named Ydde. Upon finally tracking Ydde down, Ydde does not wish to talk to Ki for fear that someone will "silence" him. As Ydde and Ki leave a Citadel cantina, they are assaulted by a group of various aliens whom Ki is able to fend off, but Ydde receives a fatal blaster shot to the torso. In the Citadel, Maj has been hiding out with fellow Techrats, Bron, and Ephant Mon--a drug producer and smuggler. Bron uses his persuasiveness to convince the guilt-ridden Maj to be a part of a resistance against the Cerean elders. Unbeknownst to Maj, however, Bron tells fellow conspirator Ephant Mon that Maj is to be disposed of on his order. That night, Ki realizes, at his bond wife's comment, that before dying, Ydde gave him a slip of paper with a name on it when Ki simply thought he was refusing Ki's offer of credits while in the Cantina. Shortly thereafter, two of Maj's Techrat friends, Skeel and Kordren, wreck their swoops, resulting in injury to Kordren and death for Skeel. With the aid of some Jedi mind tricks on an incarcerated confederate of Ephant Mon, Ki is able to reach Ephant Mon's base of operations, only to find Ephant Mon, Bron, Maj, Sylvn, and the rest of the former residents gone. As he thinks back to his Jedi training days, he is attacked by a destroyer droid (not the same kind as seen in Star Wars: Episode I--*"The Phantom Menace"). Without his lightsaber, the battle is difficult. The arrival of a messenger from Nar-Somo-Dali, an elder, complicates matters as well, but when the messenger gives Ki his lightsaber back--as sent by the elder--, Ki is able to defeat the droid, but is wounded in the process. While Ki recovers in a bacta tank, the decision is made that since Maj and his confederates are most likely off-planet, Ki should be given the authority to track them down anywhere in the galaxy. Ephant Mon, Maj, Twin, and Sylvn take Ephant Mon's freighter to Tatooine. The ship is disabled in orbit by a hold-full of divviks. Upon learning of the ships whereabouts and cargo, the elders take Ki from his bacta tank early and send him to save his daughter and bring back the criminals. With him on his borrowed starship are prototype ("reject") droids Gim (maintenance), B3NK (systems integration, computer operations, navigation, and tactical speculation), 2-ROB (medical), and FLTCH R-1 (pilot), the very droid that almost killed him and put him in the bacta tank to begin with, simply reprogrammed. Ki and the droids make it to Tatooine and the ship, where Ki realizes that Ephant Mon is somewhat Force-sensitive and will lead him to where he and the others are located on the ship. To get to them, however, he must make his way through the hold of hungry divviks. He makes it through the creatures to a bulkhead. On the other side, Mon, Twin, Maj, and Sylvn still sit in the escape pod, unable to leave because someone must manually open the outer door for he pod to escape. Ephant Mon knows this and tells Ki that if he does not manually open the escape pathway, he will launch the pod anyway, killing all inside. After Maj is killed while trying to stop Ephant Mon from launching the pod, Ki opens the outer door and the pod is launched toward Tatooine. Ki cuts his way into space as well to escape the divviks. Once FLTCH has picked up Ki, they head for the planet, only to be fired upon by a Neimoidian Trade Federation vessel. Once Ki informs them (with a bit of Jedi mind trick aid)*

that he is on Jedi Council business, which is none of the Federation's concern (especially since Tatooine is not part of the Federation's jurisdiction), they are allowed to proceed to the surface. When Ki and FLTCH find the pod, only Maj's body is left behind. Ephant Mon has taken Sylvn and Twin with him to Jabba's palace. Jabba and Ephant Mon decide to chain the two girls to an ion attractor to be "fried" when an approaching ion storm reaches the palace. On approach to the palace, Ki's ship is attacked and he jettisons the ship's garbage as a "decoy," while really using it as cover to send J1M on a covert mission. At the palace, Ephant Mon and Jabba prepare to escape in a shuttle full of illegal weaponry. The Jedi ship reaches the palace, and Ki and FLTCH save Sylvn and Twin. They then take the Jedi ship to pursue the shuttle. They have no authority to stop the ship, but when the ship releases its garbage, J1M escapes the ship, where he had been covertly obtaining information. He informs Ki that the ship flown by Jabba and Ephant Mon was carrying illegal weapons to the Neimoidian Trade Federation. The group returns to Cerea. The situation regarding Maj is cleared up, but things are coming to a head in the Republic. Several senators have gone into seclusion. Silais has been recalled to Coruscant. A diffuse disturbance in the Force can be detected. Ki returns to his family. Soon thereafter, Ki's bond-wife Shea gives birth to another daughter. On Coruscant, Mace Windu (presumably) and Yoda speak of Ki's future. Yoda wishes for Ki to join the Jedi Council, given his experience standing in on the Council for the late Micah Giett, and Windu agrees to call it to a vote. The vote passes and Ki leaves Cerea to take his rightful place in the Jedi Council on Coruscant.

(***Prelude to Rebellion***)

- *On the world of Dorvalla in the Videnda sector, Patch Bruit, chief of field operations for Lommite Limited's lommite mining operation on the world, is nearly killed when yet another instance of sabotage on behalf of their competitors, InterGalactic Ore, causes two drones to crash and explode into the castle serving as the operation's control center. When Bruit goes to see LL's leader, Jurnel Arrant, Arrant agrees that it has to have been InterGalactic, and authorizes Bruit to hire mercenaries to strike back. They also receive a transmission from Neimoidian Trade Federation representative Hath Monchar, who attempts to convince Arrant to give the Federation exclusive rights to shipping in the sector. Arrant refuses. On Coruscant, Darth Sidious (Palpatine) has his own plans. To gain greater allegiance from the Neimoidians and elevate Viceroy Nute Gunray to a permanent position on the ruling board, which will give Sidious a hand in a higher place, he sends Darth Maul to work toward forcing InterGal and LL to annihilate each other, allowing the Trade Federation to take over the sector. Maul arrives as Bruit sets a plan in motion with the Toom Clan to have them wipe out a group of InterGal ships as they arrive at Eriadu. During a meeting with his subordinates, Bruit suggests that perhaps both companies should make way for a better organization, unknowing that Maul is recording the discussion. That night, Maul sneaks into Bruit's home as he's sleeping and accesses Bruit's computer, getting all he needs to know about the Toom Clan deal. He then alters recordings of Bruit and contacts InterGal with a message supposedly from the Toom Clan offering to allow them the chance to hire the Toom Clan to wipe out the LL ships at Eriadu. InterGal's Caba'Zan then contacts Nort Toom himself to confirm the deal, and Toom sets it up just fine, although he is surprised to hear of this "offer" he supposedly made. The Tooms set up a plan to wipe out* both *of the companies ships at Eriadu, via sabotage, so they can collect money from both sides. Soon, at Eriadu, as Bruit, Assant, and representatives of InterGal meet with Lieutenant Governor Tarkin, they witness disaster when both companies' ships emerge from hyperspace in a spectacular collision, which virtually wipes out both companies' ability to function as a company. The Toom Clan goes into hiding on Riome, but thanks to some*

subterfuge from Maul, a combined LL/InterGal payback force finds them easily. The attack goes brutally, coming near an end when the Toom Clan is pretty much wiped out. Knowing he cannot let anyone live to identify his role in any of this, Maul leaps into the fray, killing everyone else, saving Bruit, who asks what it is all about, for last. Maul replies that it is part of a grander plan, then Force chokes Bruit to death. Later, Darth Sidious contacts Nute Gunray. The Trade Federation has swept into the region to take over shipping, while Lommite Limited and InterGalactic Ore have become Dorvalla Mining, working under the Federation. Nute Gunray has also found his position elevated. Everything has gone as Sidious wished. For now, he sends Darth Maul back to his training, with the suggestion that he read up on Black Sun in preparation for a new mission very soon.

(***Saboteur***)

- *Above Dorvalla, the Trade Federation vessel* Revenue*, under the command of Dualty Dofine, comes under attack from a group of Nebula Front pirates led by Arwen Cohl, and including his partner/love interest Rella and the Rodian named Boiny. They had snuck aboard in a cargo pod and manage to take over the ship, seizing the aurodium ingots the ship is carrying and setting it to self destruct. As the pirates move to escape in their pod (which houses small shuttle), two other stowaways, Obi-Wan Kenobi and Qui-Gon Jinn, emerge from their pod (and the lancet hidden inside) to put a tracking device on Cohl's escape craft. The Jedi had been hunting Cohl for quite some time. Even as the Trade Federation vessel* Acquisitor *races to the rescue and Cohl's* Hawk-Bat *hopes for a rendezvous, the Jedi in their lancet engage in a high speed chase against Cohl's vessel—a chase which ends only when Cohl takes his back into the* Revenue *just as it explodes. Cohl is presumed dead, but Qui-Gon is not so sure. At any rate, the battle is over, and Dofine, upon being rescued, is promoted to command of the* Acquisitor*. It seems the Trade Federation, or at least Viceroy Nute Gunray, had planned this all along. On Coruscant, this latest assault by the militaristic wing of the Nebula Front against the Trade Federation has put Supreme Chancellor Finis Valorum in a tight spot. He is being asked to either have the Republic protect trade regions, or allow the Trade Federation to build its own internal army for protection. Senator Palpatine of Naboo convinces him that he should propose taxing trade routes, which many senators in the Trade Federation's "employ" would object to, but which would be a decent counterpoint in return for allowing the Trade Federation to build up its armaments. Even as Qui-Gon Jinn argues in vain that the Jedi should come in to help stop the Nebula Front, the major Neimoidian players in the Trade Federation (Nute Gunray, Rune Haako, and Hath Monchar) communicate via hologram with their mysterious benefactor, Darth Sidious (who, unbeknownst to them, is Senator Palpatine). The Neimoidians are wary of Sidious, given that he is a Sith Lord and they have only recently begun working with his assistance, but Sidious' plans will not be thwarted. He allowed the Nebula Front to know of the* Revenue *and the ingots specifically so that the attack could be used as an excuse to call for the build-up of a Trade Federation army, and it appears to be working. The only obstacle seems to be that the Trade Federation Directorate is opposed to spending money on arms. Perhaps they should be dealt with as well. A short time later, Cohl and his crew, very much alive, make their way back down to Dorvalla's surface to finish their contract, even as Qui-Gon laments being unable to continue his pursuit of Cohl or the Nebula Front who hired him. In the Senate, Valorum makes his taxation proposal, which prompts a call for committees and the like to discuss it. In order to make things go faster, and further his own goals, Palpatine suggests that Eriadu host a summit to discuss the matter. Valorum agrees. At a Nebula Front meeting, Cohl hands over the ingots to the leader of the Front's military wing, Havac, and his second, Cindar. Cohl and Rella want to get out of the business and retire, but when Havac offers the kind of contract one could retire well on, he has second thoughts. A short while later, even as the*

Trade Federation begins receiving its first prototype battle droids and the like, Palpatine meets with Havac, and accepts the ingots from the Revenue *in order to help buy votes and influence to help the Nebula Front and thus the Rim. Palpatine is, as always, playing every side against each other. He has the ingots placed in a special "bribe" account, for lack of a better term. Elsewhere, a short time later, Valorum is on his way to his personal shuttle during a protest of his taxation proposal when he is attacked by Nebula Front assassins. The assassins fail in their attempt only because Qui-Gon Jinn and Adi Gallia arrive, having learned Cohl is alive, and save him just in time. But if this was a true assassination attempt, it was a badly executed one . . . Palpatine uses this as an excuse to convince Valorum to have the Jedi begin to intervene against the Nebula Front, thus taking the Trade Federation's side, to a point. That night, Sate Pestage, one of Palpatine's advisors, plants computer records in Senator Orn Free Taa's computer, for purposes that will be clear later. The Jedi manage to track one of the assassins back to the Nebula Front on Asmeru, and Valorum asks Mace Windu and Yoda to sanction sending a team of Jedi to Asmeru with the standard judicial forces. On Asmeru, Cohl has decided to return to work, but Rella is still gone. He leaves his* Hawk-Bat *on Asmeru and goes on a mission for Havac and Cindar to find qualified assassins. Havac informs him that their target is Supreme Chancellor Valorum, presumably during the summit on Eriadu. Cohl reluctantly agrees to take the mission. Soon, several Jedi (Qui-Gon, Obi-Wan, Depa Billaba, Saesee Tiin, Ki-Adi-Mundi, Yaddle, and Vergere) arrive at Asmeru on one vessel, while other judicials are in another. They are welcomed to the surface (the Jedi vessel that is), but the other ship is soon destroyed and the Jedi and their judicial counterparts are taken as hostages for the Nebula Front, who hope it will force Valorum to include the Nebula Front in the trade summit. To save the Jedi, the Council sends ten of the twenty Jedi who had been sent to Eriadu for the summit, leaving the summit more vulnerable. On Asmeru, a slave helps lead the Jedi to freedom, where they get caught in the middle of a revolt on behalf of the non-militant Nebula Front operatives and the slaves against the militant faction. Qui-Gon's informant (who told him of Cohl's intentions are Dorvalla earlier) dies in the battle, but as the other Jedi arrive, the day is won. Qui-Gon and Obi-Wan take the* Hawk-Bat *and track Cohl to Karfeddion, where he has hired several operatives and hooked back up with Rella for the mission. On Eriadu, Valorum arrives and is given a place to stay. He is to stay with Lieutenant Governor Wilhuf Tarkin, at Palpatine's request, instead of with his own family, who owns a major business on the world. Meanwhile, on Coruscant, Orn Free Taa gives the information planted by Pestage, which he believes he found accidentally, to Senator Bail Antilles of Alderaan for review. It* could *be big trouble for Valorum. On Karfeddion, Cohl has left, but when Qui-Gon and Obi-Wan gather information on Cohl's growing group of mercenaries, Cindar appears and tries to kill them. Cindar ends up being the one lying dead. Qui-Gon and Obi-Wan race for Eriadu. On Eriadu, Cohl's crew knocks out a customs crew and uses their attire and several creates to sneak through customs. Cohl, Boiny, and Rella then meet with Havac. Havac reveals that the others are just decoys to be sacrificed as needed, and Cohl is revolted. As a result, he tries to turn his back on Havac's plan, but Havac ends up killing Rella and gravely wounding Cohl and Boiny. Later, as the Trade Federation directorate arrives for the summit and meets with Nute Gunray, Havac meets with the people Cohl recruited and informs them that they will be set up as spotters to tell which entrance Valorum will use at the summit, and another will act as a sniper to purposely miss Valorum. The true threat is to be a special commander battle droid prototype that Havac has brought. It will be infiltrated into the Trade Federation droid ranks (via Sidious' maneuvering) and will react to a sign of danger and a personal command remote, to carry out the true violence of the day. As they leave, Havac makes sure to leave behind a map*

holoprojector. Very soon, Cohl and Boiny, injured, find the holoprojector and know it was just planted. They leave it there, knowing that Havac must have contacted the authorities and possibly the Jedi of their whereabouts, hoping to make them patsies. Instead of heading for the map location, Cohl and Boiny head for the summit, where they intend to take out Havac in revenge. Qui-Gon and Obi-Wan soon enter the same building and find the holoprojector. Again, they know it must have been left on purpose, but they do a flyby of the map area anyway, and are nearly shot down by the mercenaries before they manage to take them into custody. None will reveal the truth of the matter, though. They head back to the summit. At the summit Valorum is arriving, and most of the others have already arrived, including the Trade Federation delegation with one extra battle droid and Cohl and Boiny, who are making their way up to the media booths where Havac, whom they know to be a former holodrama creator, will be located. Cohl and Boiny are soon caught by Qui-Gon, but they agree to work together to stop Havac. Soon, on the media level, the Jedi and mercs capture Havac, but are told that the control for the droid is with the sniper of the group. Qui-Gon and Boiny race to stop the sniper. Below, Lott Dod, the Trade Federation Senator, calls Nute Gunray away from the Trade Federation delegation due to a shuttle problem. In the upper levels, Qui-Gon speaks to a helpful man whom Boiny then shouts is the sniper. The sniper shoots Boiny, but Qui-Gon takes the man out. Unfortunately, the day cannot be saved. The activity with the sniper alerts those below to trouble, causing the Trade Federation to activate a personal shield around themselves and their battle droids. Above, Havac reveals to Cohl that his target was never Valorum but the Trade Federation, and the remote is actually in his "camera." Cohl and Havac struggle, ending in both of their deaths, but the camera is able to send its signal. Below, the commander droid activates and, using its ability to command other droids, turns the other twelve battle droids with it . . . toward the Trade Federation directorate. The droids assassinate the entire directorate, unstoppable due to the force field. When the shield finally falls, the droids have deactivated due to central computer override, but the damage is done. The Neimoidians now move up into full control of the Trade Federation, as Darth Sidious had planned all along, and now the Federation has even more incentive to continue its military build-up. (To be continued below . . .)

(***Cloak of Deception***)

- *Within Darth Sidious' secret Sith sanctum on Coruscant (perhaps attached to the quarters Sidious uses while living as his alter ego, Palpatine?), Darth Maul trains with his double-bladed lightsaber against assassin droids. He survives, much to the approval of Lord Sidious. Sidious tells Maul to prepare for a new mission. Sidious' plan to blockade Naboo (thus forcing a crisis to make himself Supreme Chancellor) is nearly set, but Sidious is wary of interference from the Black Sun criminal organization. Maul is charged with severing the head of the organization, hoping to throw it into disarray. To facilitate his mission, Maul receives a gift from Sidious—the Sith Infiltrator starfighter (the* Scimitar*), complete with three Dark Eye probe droids, a speeder bike (the* Bloodfin*), and a cloaking device. Maul leaves on his mission in his new ship, flying over the towers of Coruscant while cloaked. He flies over Qui-Gon Jinn and Obi-Wan, and as he does so, Qui-Gon momentarily senses a disturbance in the force, like a shadow passing over the sun. His first target is Black Sun's Darnada. He heads for the space station the Vigo calls home and arrives as Feen Fenoob is trying to escape from two of Darnada's henchmen, Gargachykk and Asa. Feen uses flash globes to escape from the two henchmen, only to be cut in half by Darth Maul. Maul deactivates his lightsaber and asks to be taken to see Darnada, so he can join Black Sun. Asa is wary, but decides Darnada might find him useful. They go to see Darnada, who has just dismissed Neimoidian Hath Monchar like an insect. Darnada's*

*bodyguard, Sinya, is not impressed by Maul, especially when Maul flat out tells them that he has come to kill them. Darnada's goons attack Maul, who easily tears them apart. He even manages to kill Sinya in one-to-one combat. Finally, Maul kills Darnada with a stab through the eye. Maul turns to Asa, the only survivor, and tells him to carry word that Black Sun is now at war with itself. Both Maul and Asa escape the station just before explosives set by Maul destroy it. As Maul continues his quest, Asa changes course to tell his master about the events on the station. A short time later, Maul hits the base of Vigo Morn, killing him. Word travels to Ralltiir, where the head of Black Sun, Lex, has called the other Vigos together. The Vigos are arguing amongst themselves, casting blame on each other, but Lex is intelligent enough to know that the information Asa has supplied must've been planted to sow discord. They plan on being there as a group to present a target of opportunity for Maul, and then kill him when he arrives. Of course, this is all part of Maul's plan. Maul contacts Sidious to let him know all is ready for his final attack, and then Maul makes his way into Lex's compound, cutting through Black Sun's defenders as if they were nothing, until finally reaching the inner sanctum, where the Vigos' bodyguards lie in wait. Maul easily decimates the bodyguards, including a telepathic guard who looks into Maul's mind and sees great darkness. Maul then enters the room through which the Vigos are escaping. Lex takes his servant, Oolth, and his Nightsister bodyguard, Mighella, and leaves, locking the other Vigos in the room with Maul, believing that Black Sun will survive as long as Lex alone survives. Maul kills Asa and the Vigos, then heads after Lex. Mighella stays behind to attack Maul. They duel as they taunt each other of how little each other knows of the Dark Side. Finally, Mighella uses Force lightning on Maul, but he resists through the Dark Side, finally killing her (ironically by cutting her in half as Maul will be by Obi-Wan Kenobi), as she realizes who and what he must be. Finally, Maul faces off with Lex (not noticing that Oolth has escaped . . .). Lex reveals that his name is Alexi Garyn, and he was once supposed to become a Jedi Knight. He was too old to train, so he turned to crime, but during his time among Jedi, he heard rumors of the Sith Order, and now, in Maul, he finds his fears and the rumors personified. Knowing Maul must kill him, Lex takes the offensive and cuts across Maul's stomach before Maul disarms and drowns him. Later, Maul sits in his sanctum. Darth Sidious asks him of survivors (there are none) and of his wound (there is no pain where strength lies). Finally Sidious tells Maul that there is one other threat to their security. Maul stands and ignites his lightsaber. As always, he is at his master's command.**

(***Darth Maul***)*

***NOTE: The proper names for the Sith Infiltrator and Sith Speeder Bike were found in *Star Wars: the Roleplaying Game*—"The Dark Side Sourcebook."**

- *On Coruscant, Supreme Chancellor Finis Valorum continues to face accusations of corruption. Seeking to use this to their advantage, the anti-Senate (and anti-Valorum) group known as the Flail (led by Zegmon Pent, who maintains a fake image as a former Jedi student) has decided to make an attempt on Valorum's credibility and his life to remove him from power. As Valorum prepares for a speech to be given the next day, he meets with Jedi Master Mace Windu to set up a meeting with a group of supporters and allies who can blend into crowds and hopefully stop the Flail's plot. Later, as the group awaits their meeting with Valorum, they stop a plot by Senn Riip Domeet, a Flail operative, that would have destroyed the plaza outside Valorum's tower, where he would be giving his speech. After Domeet is stopped, the group meets with Windu and Valorum, who tell them that they expect the Flail to hit either (or both) the weather-control station or air traffic control centers to wreak havoc and prepare to ruin Valorum. If the Flail fail, they expect that the attempt will be made on Valorum's life during his speech, where the group can stop them. The group heads for the weather station, where they capture and scare off several terrorists. They then head for*

the air traffic control center, where they see a shuttle flown by Pent dropping off terrorists. After rounding up the terrorists, the group gives chase to Pent, who has taken the shuttle to the plaza. As the group catches up in their own air taxi, terrorists leap from the unarmed shuttle to attack Valorum. One of Valorum's guards, Vinsho Pah, grabs Valorum as a blast sends him over the railing, but cannot lift Valorum up as it would endanger him. Several members of the group provide cover fire while Pah saves Valorum. When most of the terrorists are stopped, Pent himself leaps from the shuttle, brandishing his imitation lightsaber. His hope is that by attacking Valorum with it, it will make it look as though the Jedi are against Valorum, but when a member of the group ignites their lightsaber, Pent knows he cannot face them with his fake saber. He instead pulls out a holdout blaster and tries to cover himself and get to Valorum, while using the shuttle's autopilot to set it to crash into the plaza. In a furious few moments, the group on the plaza grounds subdues Pent, while the few remaining in the air taxi barely stop the shuttle from making its suicide run. The plot has been foiled, but whether or not the end of Pent means the end of the Flail that Valorum had promised remains to be seen.

(***Shadows of Coruscant***)

- *On Coruscant, Jedi Master Qui-Gon Jinn is called before the Jedi Council, where he learns that Council member Adi Gallia has vanished on Esseles while investigating an anonymous report that Trinkatta Starships has been commissioned by an unknown party to build fifty experimental, hyperdrive-bearing droid starfighters. Jinn is told to go to Esseles with Jedi Knights Vel Ardox and Noro Zak to discover the truth. He is told to leave his Padawan, Obi-Wan Kenobi, behind, but as they leave aboard the* Radiant VII*, he makes sure Obi-Wan is aboard, believing that the Padawan could be of assistance on the mission. Once on Esseles, the Jedi discover that the Trinkatta Starships facility has been taken over, it seems, by reprogrammed droids and the buildings are being fumigated, which would kill any living being trapped inside. The Jedi split up, and Qui-Gon makes it into the main building only to find Boll Trinkatta trapped by his own droids. He frees Trinkatta, who tells him that the Neimoidian Trade Federation contracted him to build the droid starfighters, against their exclusive contract with the Xi Charrians. When Trinkatta objected to creating starfighters that were obviously intended for hit and run hyperspace warfare, Trinkatta's test pilot "vanished" at the hands of the NTF. Trinkatta then completed the starfighters out of fear. As Trinkatta escapes, Qui-Gon heads for another area, where he believes Adi Gallia is being held. On the way, he discovers that the droid starfighters are no longer at the facility. He enters a tower and find Adi Gallia badly injured, but alive. He takes the wounded Jedi and escapes an attack by Bartokk assassins before being reunited with the other Jedi. They realize that the assassins always travel in groups of three, and only three were taken out, which probably means that the droid starfighters are still on Esseles somewhere, although Qui-Gon is not so sure that it is the Bartokks that have the ships. Perhaps the assassins that are left are hunting for the starfighters as well. They decide that Qui-Gon, Obi-Wan, and Trinkatta will continue their search, while the other two Jedi take Adi Gallia to Rhinnal for medical treatment. In another part of the galaxy, Trade Federation Viceroy Nute Gunray and his second-in-command, Rune Haako speak with Darth Sidious via hologram. Sidious is displeased with the starfighter situation and wants the person who leaked information of their existence to the Republic found and terminated.*

(***Search for the Lost Jedi***)

- *Believing that the Bartokks are not behind the theft of the enhanced droid starfighters, and with the suspicion that Boll Trinkatta's test pilot, Bama Vook, may have been behind it, Qui-Gon Jinn decides that he, Obi-Wan Kenobi, and Trinkatta should head for the Ion Sandbox, a spaceport cantina where they might*

learn where the starfighters are hidden. Unbeknownst to them, Darth Sidious has dispatched Rune Haako and Dualty Dofine, two Neimoidians, to Esseles to find the starfighters. They arrive and make a stop at the Ion Sandbox. They are noticed by Bama Vook (who, by the way, is not dead), who slips out slowly. As he exits, he runs into Trinkatta and explains that he did not wish to be party to the building of war vessels for the Trade Federation, so he "vanished" with his son, Chup-Chup, and his droid, LE-PR34 (Leeper). When the Bartokks arrived and stole the starfighters and the prototype hyperdrive, they put them in an over-sized freighter, which Bama subsequently stole, not knowing that it was owned by Bartokk assassins. He hid it in Docking Bay 28, along with his brand new YT-1300 freighter, the Metron Burner*, and a modified Z-95 Headhunter that can carry two passengers. They head for the docking bay, followed by the Neimoidians, who recognized them as they left the Ion Sandbox. Upon arrival, they are attacked by Bartokks before learning from Leeper that Chup-Chup has been taken hostage aboard the Bartokk freighter. A Bartokk gets the drop on them and stuns everyone but Obi-Wan, who battles several other assassins before they escape in the freighter. He gets the others out of the stun net, and leaves Trinkatta to oversee their safety. Obi-Wan then takes the Z-95 Headhunter after the Bartokks (after disabling a bomb they had placed on the starfighter). He finally catches up to the Bartokk ship and battles one Bartokk starfighter and then three droid starfighters before boarding. Once aboard, he finds twenty-two droid starfighters. Considering the three he just destroyed, that means that twenty-five are missing. He finds and frees Chup-Chup, who tells him that the Bartokks had transferred the other twenty-five droid starfighters to another Bartokk freighter. Obi-Wan defeats and uses the Force to probe the mind of another Bartokk assassin. He learns that the Bartokks were indeed on a mission, but the target of their assassination is on Corulag. They were stealing the droid starfighters to carry out that mission. Obi-Wan then sets the ship to explode and he and Chup-Chup escape with the prototype hyperdrive just before the ship is destroyed. They return to Esseles, where Obi-Wan informs Corulag that the other Bartokk freighter is on the way. Reunited with the others, they determine that they should go to Corulag, but Obi-Wan reports that they cannot get a message through to Rhinnal (the planet they sent Noro Zak and Vel Ardox to with the injured Adi Gallia). This could mean that there is trouble on Rhinnal, so they must go there before attempting to catch the Bartokk freighter. Bama offers to take them to Rhinnal aboard the* Metron Burner*. They prepare to leave. In another part of the galaxy, Neimoidian Trade Federation Viceroy Nute Gunray contacts Darth Sidious via hologram. He informs the Sith Lord (who, I must stress again,* is *Naboo Senator Palpatine of the Republic Senate) that the two Neimoidians on Esseles overheard that the droid starfighters and prototype hyperdrive were aboard a Bartokk freighter that took off from Esseles. Gunray offers to personally pursue the Bartokk freighter (not knowing that it was destroyed, but we can assume that he would've just wound up chasing after the second freighter), but Darth Sidious denies him permission to do so. Sidious has someone else lined up for that duty, presumably his apprentice, Darth Maul.*

(***The Bartokk Assassins***)

- *Darth Sidious (Naboo Senator Palpatine) calls his Sith Apprentice, Darth Maul. He informs Maul that their droid starfighters (with hyperdrives) have been stolen, which interferes with their plans to take over Brentaal and control the Permelian Trade Route and Hydian Way. Maul is to find and recapture the ships, so the Bartokks who stole them cannot use them to carry out an assassination or attack that would discredit the Neimoidian Trade Federation, which Sidious is controlling. He is to leave the Bartokk's employer to live in fear, but the Bartokks lives are forfeit. As Darth Maul and his specially programmed and built droid, C-3PX, head for Esseles, Bama Vook, Qui-Gon Jinn, Obi-Wan Kenobi, and Leeper leave Esseles*

for Rhinnal to learn the fate of the planet's Jedi chapter house. They land on Rhinnal and learn that the communications blackout was the result of a severe storm, confirming Obi-Wan's fears that they had deviated from going after the Bartokks when there was no real crisis on Rhinnal. They will leave again as soon as the next storm subsides. Maul arrives near Esseles and determines which freighter belongs to the thieves, who then divert course from heading to Corulag to heading to Ralltiir. Maul follows them there and allows himself (and alter C-3PX) to be captured in order to learn from them and be in position to defeat them. After destroying the interrogator droid in his cell and taking its truth serum capsule, Maul rages through the Bartokk's fortress, killing many of them and using the truth serum on one to learn the story behind their assignment. The Trade Federation had hired Groodo the Hutt to design a prototype hyperdrive engine for the NTF, which he did. The NTF took the hyperdrive and did not pay Groodo. When he learned that the prototype hyperdrive had been taken to Trinkatta and Bama Vook on Esseles for the creation of fifty hyperdrive-enhanced droid starfighters, he saw his chance to seek revenge on both the NTF and Corulag Academy, which had refused to admit his son, Boonda the Hutt. Groodo hired the Bartokks to steal the starfighters and prototype hyperdrive and then attack the Corulag Academy. Now that he prototype is in the hands of the Jedi Knights and half of the starfighters are destroyed, the Bartokks still intend to use the remaining 25 droid starfighters to complete their mission. Maul uses a thermal detonator to blow up the fortress' armory, unfortunately having to leave C-3PX to perish (as far as can be told) in the explosion. Maul races back to his Sith Infiltrator and heads for Corulag to stop the attack on Corulag Academy, which was about to be carried out by the droid starfighters and one Bartokk fighter that had left the fortress during Maul's rampage. Maul arrives in the Corulag system just before the starfighters. He then uses a droid starfighter control device given to him by Darth Sidious to turn the droid starfighters against the Bartokk starfighter, destroying it. He then spots the ship that can only belong to Groodo and turns the starfighters on it. Groodo and his soon, Boonda, use an escape pod to head for Corulag's surface, and Maul lets them live, as per Sidious' instructions. The Hutts land on Corulag and Groodo prepares to place a call that might enable him to strike back at the Trade Federation that Maul represents. Maul, in the meantime, heads back to Ralltiir to search for C-3PX. He finds the droid's restraining bolt, but no sign of the droid itself and resigns himself to C-3PX's destruction. On Rhinnal, Obi-Wan reports that he has spoken with Corulag and learned of the firefight and that the droid starfighters escaped into hyperspace after the battle, leaving the question of who now has the starfighters up in the air. The Jedi (including Noro Zak and Adi Gallia) confer on the issue, and Qui-Gon then receives a call from Yoda on Coruscant. Yoda informs Qui-Gon that he will meet Qui-Gon and the others at Corulag. "Matters must urgent" await them at the Corulag Academy.

(***The Fury of Darth Maul***)

- *Bartokks assassins steal a new-model SoroSuub space yacht from Ausec Grogle of Trandosha.*

(conjecture based on *Jedi Emergency*)

- *As Qui-Gon Jinn, Obi-Wan Kenobi, Bama Vook, Leeper, Vel Ardox, Noro Zak, and Adi Gallia head from Rhinnal to Corulag to meet with Yoda and Mace Windu, Groodo the Hutt, angry over the Bartokks' failure to destroy Corulag Academy, gives the Bartokks one last chance to fulfill their assignment. The Jedi (aboard the* Radiant VII *and the* Metron Burner*) arrive in Corulag's vicinity at the same time that a new model SoroSuub yacht (registered to Ausec Grogle of Trandosha, but piloted by the Bartokks with six X10-D droids, three of which are modified with plasma bombs) enters the system as well. Leeper notes that this is odd since the new model should not be for sale yet. (The Bartokks stole it, of course.)*

All of our heroes meet on Corulag, and Windu and Yoda are not angered that Obi-Wan is with Qui-Gon against their original wishes. Yoda and Mace Windu tell them that their mission is to help secure a Force-attuned child, Teela Panjarra. It seems that when the six-month-old's parents died, she was placed in the care of Chief Scientist Frexton of the Corulag Academy's Science Service, she same division that rejected Boonda the Hutt's application. Frexton knows the child has a high midichlorian count, but refuses to turn her over, preferring to run his own tests (AKA preferring to make her his own personal lab rat, not an individual with rights). The Jedi are there to save the child from Frexton. The Jedi soon run into two X10-Ds and realize that the Bartokks are trying to complete their mission. Yoda orders the other Jedi to evacuate the children in the Science Service tower's nursery (where Teela is nowhere to be found), while he takes out the X10-Ds. He does, so, but is locked into a different section of the tower, with only a shot-up security droid nearby to help. Yoda takes has taken out both droids and finds a bomb inside one of them. The security droid disables it while Yoda rushes to the lab where Frexton has Teela. He finds Frexton and Frexton tries to evade Yoda, carrying Teela in a Live Organism Comfort Conveyor (LOCC). A few Bartokks and two more droids arrive, and Yoda defeats them. They confirm that their intent is to destroy the Academy, and Yoda deactivates (well disintegrates—in a trash unit) another bomb droid. There are two droids left, one of which has a bomb. Yoda chases Frexton (who has ran off with Teela) to another room, where the girl is taken by several Bartokks and the remaining two droids. Yoda defeats them all, and then takes the last bomb and the LOCC aboard the Bartokks' skiff and flies to the SoroSuub yacht. Once there, he races aboard, sets the bomb to detonate (it had a fail-safe timer), and then battles (and kills) the Bartokk queen before escaping with Teela in the LOCC. The ship explodes, taking the rest of the Bartokks with it. Victorious, the Jedi prepare to return to Coruscant on the Radiant VII*, while the furious Groodo and his son, Boonda, hitch a ride back to Esseles with Bama Vook and Leeper aboard the* Burner*.*

(***Jedi Emergency***)

- *On Datar, several Ghostling children are kidnapped by Djas Puhr and Gondry, under orders from Sebulba. They are transported to Tatooine, where Pala Kwi'teksa, a Twi'lek slave of Madame Vansitt, is being shown to a prospective buyer, Lord Tantos. Tantos agrees to purchase her, and she will be leaving soon. She goes to give the bad news to her friends, Anakin Skywalker, Kister, Wald, Amee, and Dorn. Watto sends Anakin to sneak a peek at what Sebulba is brining into Mos Espa. He and Kister rush off and see Sebulba's newly-modified Podracer. After other crates are inside a storehouse, the boys sneak in to check on the crate contents. There, they see the Ghostling children, including Princess Arawynne. They have not had the explosive anti-escape transmitters installed in them yet. The boys are sent away by guards but want to help the children, if possible. The children are soon sold to Gardulla the Hutt for use as garden decorations (which would be killed by more ferocious garden decorations). Anakin is then sent on a trading mission to the Jundland Wastes where he meets with some Jawas and reluctantly purchases what appears to be a small cube with Jedi markings and something evil trapped inside. Soon, Kister, Pala, Anakin, and Dorn, disguised as Jawas, break into Gardulla's complex and find the Ghostlings. Using the unimplanted transmitters as impromptu bombs, the Mos Espa children sneak the Ghostlings into the as-yet-empty garden to hide until they can come back and get them out of Gardulla's palace completely. Anakin and the other non-Ghostlings make their escape (an escape that the Ghostlings, by their physical exhaustion and make-up could not have made). They say their goodbyes to Pala as she prepares to leave with her new master. Shortly thereafter, Sebulba comes to Gardulla for his payment, but she refuses to pay until she has the Ghostlings in*

her hands again (since she fears duplicity on Sebulba's part). Sebulba sets out on a personal (and business) mission to find the missing Ghostling children.

(***The Ghostling Children***)

- *Gardulla the Hutt has sent Sebulba, Grondry, Khiss, and Djas Puhr to find the children who helped the Ghostlings. They find a skin bit left by Pala Kwi'teksa and pick up Anakin Skywalker's scent and are on the move. At Madam Vansitt's academy, Vansitt suggests that Pala escape. After meeting with Jira and deciding to collect money to free the slaves, Anakin, Kister, Dorn, and Pala prepare a plan of action. Anakin is chased by Puhr, but the others help him escape. Anakin and Kister escape in Sebulba's Podracer, while Sebulba pursues in Brant Rumble's. Anakin drops Kister off so he can take a scrambler to Pala to save her if Gardulla sends people after her based on the DNA of the skin flake or try to destroy her using the implanted detonator. Anakin and Sebulba go head to head in Mos Espa (with Sebulba not realizing who he's facing) and Sebulba is forced to wreck Brant's Pod and Anakin escapes. Later, Kister informs him that Pala is safely hidden with the Ghostlings and the scrambler is working to save her from scans and kill commands. Later, Anakin has a dream and seems to be being contacted by some kind of lifeform in the mysterious cube he got from Jawas earlier in the week. At Jabba's Palace, Sebulba informs him that a bounty has been put on the head of Pala and her unknown accomplices, and Jabba tells him that he will put Dorn to tracking down the children (which would mean betraying his friends if he followed through) . . . *****

(***The Hunt for Anakin Skywalker***)*

***NOTE: This assumes that the needed parts for Watto's racer are *not* a result of the race at the start of the TPM novelization. The text also puts this story at one week before the Boonta Eve Race, and thus about a week before TPM.**

- *Jabba the Hutt calls Dorn to him and pretends to be preparing to free him in order to let him work as a spy for his father, Zorba the Hutt. All Dorn has to do is prove his loyalty to Jabba by betraying his friends and turning in the Ghostling children. Dorn knows this is all a ruse, though, and that chances are that he'll be killed after helping, anyway. Dorn is sent to find the Ghostlings, while Sebulba, Khiss, Gondry, and Djas Puhr, follow. Anakin Skywalker slips a signal scrambler to Dorn, while Kister gives him a Jawa robe, allowing him to hide from the hunters. As the hunters chase down Dorn and the other two children, the kids race into the Racer's Edge Cantina and rouse the patrons to fight Sebulba and the others when they enter. The children then head for Gardulla the Hutt's palace, where they lead the hunters through a wild chase through Gardulla's dangerous (and even more so due to traps set by Pala and the Ghostling children, under the leadership of Arawynne) garden. They have been allowed to roam free by the garden's Ho'Din gardener, Oo Wen, and have the aid of several Wisties from Endor. The children lead the hunters all around various traps. Dorn and Kister are stunned and captured, while Pala, Arawynne, and the other Ghostlings nearly make it out of an air vent before they are stopped by the hunter's freighter and Djas Puhr with his sidearm. The only one who manages to escape is Anakin, knowing full well that when his friends are probed by an interrogator droid, he'll be the next one the hunters come after.*

(***Capture Arawynne***)

- *On Tatooine, Pala, Arawynne, Kister, Dorn, and the Ghostlings have been captured. Only Anakin Skywalker has escaped. The captured children are taken to holding cells at the Mos Espa Arena. Anakin speaks with Jira about their planned escape, and Jira tells him they need more money. Anakin takes a beamdrill and breaks into the cell from below, fleeing with the others into the tunnels below. After a long and harrowing chase, Anakin discovers a storage room where some pirates have their treasure. He steals some to pay for the rest of the smuggler's fee to leave Tatooine. The children race for freedom, while Dorn leads the trackers off of their tails. Finally, they make it to Jira and give her*

the money. The smuggler arrives to take the children off of the planet and Kister immediately recognizes him—it's Kister's father, Rakir Banai, whom he hasn't seen for years. Anakin decides to stay on Tatooine, which puts the ship at its exact life support capacity. Dorn arrives and needs to escape, so Kister gives Dorn his spot. Kister contemplates telling his father who he is, but knows his father would want to take him, leaving Dorn or someone else behind. Kister keeps his silence and the ship leaves with the newly freed Ghostlings, Dorn, and Pala. Jira gives Anakin and Kister what's left of the transport money and they get back to Mos Espa. Shortly thereafter, Sebulba, Gondry, and Djas Puhr find the speeder Dorn had used to catch up to the others and an enraged Sebulba blasts it apart. A couple of days later, Anakin participates in a preliminary race to practice for the upcoming Boonta Eve Classic.

(***Trouble on Tatooine***)

- *A young Jedi Knight, Keiran Valn of Alderaan, dies from poisoning at a banquet held by his family. Investigation reveals the poison was based on green glie from Naboo.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo" via *TimeTales*, verbatim)

- *On Naboo, a rally is held to promote a movement to elect Padme Amidala, who had been elected as Princess of Theed at 12 years old, to be the next Queen of Naboo, having just turned 14. A young boy named Ian Lago attends and falls in love with Amidala. Shortly thereafter, Ian's father, Kun Lago, Prime Counselor to King Veruna is rocked by scandals within Veruna's administration. All the while, Ian is dreaming of Amidala, and he finally meets her one day in the park. The two hit it off and spend the majority of the summer with each other, eventually growing into a full-fledged couple, hidden from public view. When Kun Lago discovers his son's actions, he throws the boy out of the house. What Ian did not yet know, but finds out upon arriving to see Amidala, is that King Veruna has just abdicated the throne, and Amidala is being prepared to take his place. When he arrives, Amidala shuts him out, knowing that her duty and love must now be for all of Naboo, not him. The next morning, Amidala is elected by the popular vote as Queen of Naboo, and a despondent young Ian Lago leaves Naboo.*

  (***A Summer's Dream***)

- *While Queen Amidala makes a trip offworld, taking Bravo Flight leader Ric Olie with her, administrative duties for the Royal Naboo Security Force's squadrons is left to Bravo Seven, Flight Instructor Essara Till. As she handles some bookkeeping, her fellow pilot and significant other, Dren Melne (Bravo Eight), enters and once again repeats his usual offer to whisk her away from Naboo, where the populace keeps its collective head in the sand, to Agamar, where the ruler is setting up a new elite air defense force where they could make a real difference. Essara again refuses to consider it, but her argument is cut off by an emergency briefing for Bravo and Echo flights. The two teams (the former of which flies Naboo N-1 starfighters and the latter who would like to) are briefed by Governor Sio Bibble and a security officer. The Naboo space station TFP-9 has come under attack by a group of what seems to be pirates, who are at the station with a Corellian capital ship and a few Z-95 Headhunters. Rhys Dallows (Echo Five) speaks up during the briefing, asking questions about the attacker's specifications that the officer cannot answer, meaning they will be going in, not blind, but fairly close to blind. Essara and Dren take their yellow N-1s and lead the blue Echo Flight starfighters into space. Upon arrival at TFP-9, they easily chase off the Z-95s, but as soon as they do, a new wave of Z-95s emerges behind them, followed by their carrier, the* Velumina*. Captain Sorran of the* Velumina *orders the Naboo forces to prepare to be taken prisoner. All the attackers want are the starfighters. Essara refuses, but as she does, Dren breaks ranks and attacks the other starfighters. He is in league with the* Velumina*, which begins*

launching small droid starfighters. A fierce battle ensues, during with several members of Echo Flight are killed before Essara and Rhys knock out much of the carrier's capabilities. Finally, Sorran says that Dren has failed in his promise to easily deliver at least two N-1s, and fires on Dren. Dren is killed by his own colleagues, and the invading forces escape, leaving Essara to pick up the pieces. Five days later, Bibble informs Essara that the attackers appear to have been from Agamar, but the Agamarians are denying their involvement. The droid starfighters were of Xi Char design, and had recently been ordered by Agamar. Essara has interviewed Dren's family to determine what was behind his defection, and has discovered a harsh isolationist sentiment among his close family. Finally, Ric Olie, having returned from the trip with Amidala, must fill the open position in Bravo Flight left by Dren. Essara gives him three possible candidates—Rhys Dallows (Echo Five), Keela Egast (Echo Eight), and Evenyl Yob (Echo One).

(***The Starfighter Trap***)

- *After a short search for an official pilot for Amidala's royal starship, Sio Bibble and Panaka decide upon Ric Olie for the position.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *Shortly after Amidala's election as Queen of Naboo, Captain Panaka has a royal pistol designed as her sidearm.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *Soon after the assassinations of the Trade Federation directorate on Eriadu, Havac's true name, Eru Matalis, is revealed, and the disgraced Nebula Front is all but disbanded. Senator Palpatine speaks with the newly elected Queen Padme Naberrie Amidala via holocomm and learns that King Veruna is dead, having died in hiding after his abdication (probably killed by Sidious' machinations). As for Supreme Chancellor Valorum's taxation proposal, it should pass soon. It finally does pass, but the victory is short lived. Acting on information from Senator Orn Free Taa (planted in Taa's computer by Palpatine's assistant, Sate Pestage), Bail Antilles brings Valorum before the courts. It would appear that the taxation and Palpatine's proposed (and passed) plan for tax money to help flood back into the Rim thereby helping its markets has prompted a large amount of new investment in Valorum's family's business interests on Eriadu. This would be insider trading, to an extent, but it is compounded by the fact that the funds invested came from an account known for pay-offs . . . and it was paid in the same aurodium ingots stolen from the Trade Federation's* Revenue *by Captain Cohl. It has the appearance of Valorum being paid off by the Trade Federation. He is now "mired by baseless accusations of corruption." Later, as Senators mingle at a party, we learn that Mas Amedda, a Trade Federation puppet and super-bureaucrat, has been appointed to serve as Vice Chancellor (under suggestion from Palpatine), taking away much of Valorum's political power, even as Orn Free Taa and others begin to consider that the next Supreme Chancellor shouldn't be Antilles or Ainlee Teem (who are both already basically campaigning), but Palpatine himself. At the Jedi Temple, the Jedi sense an unknown hand tipping events toward darkness. Finally, aboard the Trade Federation vessel* Saak'ak *(the* Profiteer*), Gunray, Monchar, Haako, and Dofine are contacted by Darth Sidious, who suggests that they put the Trade Federation's new war machines to the test . . . by blockading Naboo as a protest against trade route taxation. The political stage for the Battle of Naboo has been set.*

  (***Cloak of Deception***)
- *Imprisoned on the Trade Federation vessel, the* Stockade *(an apt name), the pirate captain Nym recounts how he came to be there to his fellow captive. Three days earlier, Nym, Kole, and Jinkins took the* Havoc *to make a trade of stolen Trade Federation blaster prototypes with Vana Sage. Upon arrival at the meeting, Vana's subordinates turned out to be bounty hunters. They attacked the trio, even as battle droids emerged from a hidden area. Vana had betrayed Nym. To*

save his own life and that of his crew, Nym surrenders himself. Kole and Jinkins will be sent down to Maramere in an escape pod, but Vana intends to keep the Havoc*. As Nym finishes recounting his misfortune, Merick and Bravo, two torturers, arrive to take him to his interrogation, but his hate will see him through the day.*

(***Single Cell***)

- *Darth Sidious attempts to contact the Neimoidian Trade Federation heads via hologram. When the connection is made with the* Saak'ak*, though, Nute Gunray must pretend that Deputy Viceroy Hath Monchar is ill. In actuality, Hath has vanished, taking a vessel with him. Sidious, of course, knows Nute is lying, and calls to Darth Maul. Both the Sith Lords and the Neimoidians know that it is highly likely that Hath is trying to sell information about the upcoming blockade of Naboo to the highest bidder, possibly even with the information that the Sith are behind it. (We've already seen him trying to sell this information to Black Sun just under six months ago.) On Coruscant, Darth Maul's destination in seeking Hath, small-time lawbreaker Lorn Pavan meets with Zippa to purchase an ancient Sith Holocron. He is double-crossed, though, and he and his partner, I-FiveYQ, are forced to return home empty-handed. At the Jedi Temple, Master Anoon Bondara's Padawan, Darsha Assant, is given her final mission before being promoted to Jedi Knight. She is to head for the Crimson Corridor of Coruscant and transport Oolth, the only survivor of Darth Maul's Black Sun massacre six months earlier, from a safehouse to the Temple. Her mission is a failure, though, for when she secures Oolth and tries to escape, a group of Raptors led by "Green Hair" attacks, ending in the destruction of her skyhopper. She and Oolth try to escape to higher levels on a cable, but hawkbats wound Darsha and send Oolth falling to his death. Elsewhere, Darth Maul has tracked Hath Monchar to a tavern, not knowing that the Neimoidians have hired their own bounty hunter, Mahwi Lihnn, to find him too. Maul arrives too late, but learns that Hath has a holocron with information he wishes to sell and that the bartender pointed Hath to Lorn to try to sell the holocron. Lorn awakens from a drunken sleep, having spent part of the night ranting about how the Jedi ruined his life, and checks his messages. Yanth the Hutt is eager to buy a holocron, while Hath has contacted him about selling one. Seeing this as a way out, Lorn goes to meet Hath. They have a quick meeting, during which Lorn learns that he and I-Five will need to pull a bank fraud scam to get enough money to buy the holocron from Hath, but can then resell it to Yanth for more profit. As they go to pull off the fraud, Hath is followed to his quarters by Maul and Mahwi. Maul slices his way in, finding and executing Hath for his betrayal. Before he can recover the holocron, though, Mahwi enters and fires on him. He barely escapes before the ill-aimed rocket destroys the room, killing Mahwi. Soon, Lorn and I-Five arrive. They quickly recover the holocron and escape. Maul informs Sidious of his partial failure and is told to kill Lorn and destroy the holocron. As Lorn meets with Yanth, selling him the Holocron, Darsha returns to the Jedi Temple. She and Master Bondara return to the Crimson Corridor to confirm Oolth's death. Later, Maul, having gone through Lorn's messages at his home, breaks into Yanth's lair. He kills Yanth, reclaiming the holocron, even as Lorn and I-Five escape. Maul pursues them through the streets, but before he can catch them, Darsha and Bondara, having confirmed Oolth's death, move in to save the day. They use their skycar's repulsors to knock Maul down in mid-jump and escape with the two partners. Maul manages to damage the skycar's ability to rise, however, allowing him time to get his speederbike and give chase. In mid-chase, Bondara leaps onto the speederbike, grappling with Maul. Hoping to give Darsha and their charges time to escape, Bondara leaps to a rooftop, where Maul soon joins him. Maul bests Bondara in a furious duel, leading Bondara to use his last resort—causing Maul's bike to overload and explode. Bondara is killed, and Maul barely escapes. The*

shockwave knocks the skycar out of the sky. I-Five barely pulls Darsha and Lorn out before it explodes. At the Jedi Temple, Yoda, Mace Windu, and Qui-Gon Jinn are concerned about Darsha and Bondara's disappearance. They send Obi-Wan Kenobi to investigate. Darsha, Lorn, and I-Five escape deeper into Coruscant, pursued by Maul. The trio are captured by Cthons, but escape thanks to unexpected teamwork. They go deeper, even as Maul finds and kills most of the Cthons. The trio arrive at a bridge over a huge cavern. On their trek, Darsha has realized that Lorn was a worker at the Temple at one time, but when his son was taken for Jedi training, he left, resentful of their intervention. Her musing over the situation is cut short when they realize that the bridge was created by a taozin, a creature invisible to the Force. With no way to defeat the taozin, which begins to attack, they are forced to retreat toward where Maul waits. Finally, I-Five has a better idea. They dismantle part of the bridge and sever their side, allowing them to swing around and under the taozin to safety. As they scramble up the other side, Maul tries to find another way over, but is forced to go back the way he came and resume his search later. The trio are again accosted by Green Hair, but Lorn holds him at blaster point. They prod him to find a way to get them to a higher level. At a comm terminal, Maul contacts Sidious and calls in a false lead on the bank fraud that took place a short time earlier. When security forces arrive, he destroys them and steals one of their speederbikes. Maul then realizes that in the security images he scanned, he'd seen a security alert giving Lorn's current location, thanks to the bank fraud APB. Elsewhere, Lorn and Darsha are beginning to become fond of one another, despite Lorn's ever-fading hatred for the Jedi. Green Hair leads them to a ladder to ten levels up, but when the trio emerges, Maul is waiting for them. Darsha forces I-Five and Lorn into another sealed compartment where I-Five begins to put them both into carbonite for protection. Darsha and Maul duel. Darsha is, of course, sure she will die, but she manages to pile up explosive materials behind Maul, detonating them with her lightsaber. Darsha is killed, and, again, Maul barely escapes, assuming everyone dead. Later, Maul contacts Sidious and arranges to meet to give him the holocron. At about the same time, Obi-Wan, who has seen various bits of the chase thus far, discovers the explosion site and Darsha's lightsaber. He now has confirmation that Bondara, Darsha, and Oolth are all dead. Lorn awakens from the carbon freeze. He and I-Five are picked up by Tuden Sal, their contact to get off the planet. Escaping, they see Maul board the cloaked Infiltrator *and Lorn decides he must go after the Sith Lord, to reclaim the holocron and avenge Darsha. They follow Maul once he decloaks in the atmosphere, heading for a Coruscant space station. Once there, Maul heads for where he is to meet Sidious, and Lorn enters as well, telling Sal to get Lorn and the info he has (about the coming blockade and the Sith) to the Jedi Temple. Once Lorn enters the station, though, Sal decides to simply steal I-Five and reprogram him as a bodyguard. It is all up to Lorn now. Using a bit of taozin skin, Lorn sneaks up behind Maul and stuns him. Maul awakens as Lorn steals the holocron. Maul severs Lorn's hand, but Lorn manages to escape down the hall to another room, where Senator Palpatine is meeting with others from the Senate. Lorn gives Palpatine the holocron, not knowing he has just delivered the holocron to Darth Sidious. Lorn is then sent to a medical facility on Palpatine's orders . . . (To be continued below . . .)*

(***Shadow Hunter***)

- *Rhys Dallows has just become the newest recruit of Bravo Flight, and he is taken into the skies of Naboo in an N-1 starfighter alongside Essara Till for training. He begins by shooting nine arena mines, followed by some more mines in a canyon, then a training droid on the ground. He then moves up to holo starfighters and some bonus mines. Finishing all that, he engages in a race against Essara, followed by a mock duel against her. He wins by knocking out her shields before*

she can knock out his. Essara is pleased with his performance, and takes him up into space to take on several waves of holo starfighters. Upon completing this, Essara appoints him a Royal Escort. A short time later, Essara and Rhys fly escort for Queen Amidala's royal starship as she flies to a meeting with a Trade Federation freighter. Suddenly the freighter vanishes, and the Naboo vessels are set upon by mercenary fighters!! Rhys shoots down the fighters as Ric Olie flies the Royal Starship into an asteroid field, and then escapes into hyperspace. Suddenly a large vessel jumps in from out of nowhere and blasts Essara to atoms. He pounds Rhys' ship as well, knocking the young pilot out. Rhys wakes up to find his ship being inspected by another vessel. This ship is piloted by a Toydarian named Reti, who agrees to tow him to the base of a mercenary friend named Vana Sage for repairs. At that moment, Vana is dealing with the Trade Federation, fighting their new "scarab" droids aboard her ship (the Guardian Mantis*) to test out their performance. She intercepts a transmission to the Federation vessel, reporting on the hired mercenaries' failure to assassinate Queen Amidala. The Federation, not wanting anyone to know of this, suddenly "terminates her contract" by sending hunter-killer droids Vana's way. She fights them off, as well as mercenary fighters. She notices a damaged hunter-killer heading for the uninhabited volcanic world of Eos and decides to check it out. She discovers Eos is not as uninhabited as previously thought – the Federation has set up a secret floating factory here. Suddenly a giant shield traps her in the planet's atmosphere. She flies the* Mantis *to the eight shield generators surrounding the factory and destroys each one. She then heads to a giant spaceship she calls "home," only to held at gunpoint by a pirate named Nym, whom Vana had once captured for the Trade Federation. She saves her life by revealing what she saw on Eos. After locking her up, Nym takes his bomber (the* Havoc*) to check out her story. With his pirate crew in tow, he attacks a cargo convoy near the planet Lok and disables a freighter. He fights off the starfighter escorts and repair ships. Before he can board it, however, the freighter starts launching droid starfighters. Nym destroys the droids, but the damaged freighter falls out of orbit and crashes on the surface of Lok. Nym's pirates swoop down to salvage the freighter's cargo, and Nym flies air cover against Federation forces determined to retrieve the cargo. Nym returns to his base, but discovers a transmitter among the cargo – and suddenly the Federation attacks in force. Again Nym battles Federation dropships and droids while his pirate base evacuates. Unfortunately, one of the two evacuation transports is destroyed. Furious, Nym triggers explosives that destroys the pirate base. He returns to the captive Vana to find Rhys and Reti trying to free her. The trio convinces Nym to join them in destroying the Federation droid factory. Rhys and Reti attack the orbital defenses while Nym and Vana slips into the atmosphere and blows up the factory itself. As they are congratulating themselves, the four hear shocking news – the Trade Federation has blockaded Naboo… (To be continued below . . .)**

(***Starfighter***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Colonel Kaaver Tapps informs Supreme Chancellor Finis Valorum of the blockading of Naboo by the Trade Federation. Valorum sends a communiqué to Qui-Gon Jinn, wishing to send him on a secret mission of negotiation to Naboo.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo")
- *The Jedi, never having received the holocron or I-Five's warning, have learned of the blockade of Naboo. Qui-Gon Jinn and Obi-Wan Kenobi are to be dispatched to Naboo at once. A short time later, Lorn Pavan, now healed, believes he has gotten the holocron to the Jedi as Darsha Assant would've wanted. He is ready to start a new life, but when he opens his door, Darth Maul is there. Maul kills him, completing his mission. But at least, Lorn thinks, his son may still grow to be a Jedi, and that would not be so bad anymore.*

(***Shadow Hunter***)

- *Darth Maul is given a new speederbike to replace the one destroyed by Anoon Bondara.*
  (conjecture based on *Shadow Hunter*)
- *On Tatooine, the Lucky Despot Hotel opens.**
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")*

***NOTE: This assumes that the Boonta Eve Classic that is discussed in *Secrets of Tatooine* is the fateful one in TPM.**

- *On Naboo, Savor Kibbs begins rallying both Naboo and Gungans behind him in an attempt to take over rule of the planet.*
  (conjecture based on *Invasion of Theed: Renegade*)
- *Veruna goes into hiding and dies of an "accident" that Captain Magneta lets happen and then helps to cover up. Magneta resigns and his position as head of the Royal Security Force is taken by Panaka.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" novelization and
  Episode I: Visual Dictionary)
- *En route to Naboo, Obi-Wan Kenobi delivers his report on Anoon Bondara and Darsha Assant's fates to the Jedi Temple via holocomm.*
  (conjecture based on *Shadow Hunter*)
- *A group of heroes on Naboo seek passage off of Naboo with Nuun Pargen and his daughter, Inea. They are stopped in their flight by a Trade Federation vessel and are forced to land outside of Theed. The heroes head into Theed to find medical supplies to help Inea, who was injured in the attack.*
  (conjecture based on *Peril on Naboo*)

The Monster (G2 short story: Daniel Wallace)*

The Monster (G2 short story: Daniel Wallace)*

***NOTE: This could take place at any time after Panaka ceases his duty hunting pirates, but before Panaka takes over as captain of the RSF. I place it here because it certainly seems that things are beginning to come to a head regarding Magneta's corruption.**

Thank the Maker [flashback] (SWT6 short story: Ryder Windham)*

Thank the Maker [flashback] (SWT6 short story: Ryder Windham)*

***NOTE: This assumes that Anakin was working on C-3PO for about a year before TPM.**

The Predators (G2 short story: Owen K. C. Stephens)*

The Predators (G2 short story: Owen K. C. Stephens)*

Jungle Clearing
The Shrine Entrance
The Guard Room
The Power Generator
Storage Room
The Barracks
Saidle's Chamber

***NOTE: This adventure was a tie-in adventure to *Invasion of Theed*, first presented on the Wizards of the Coast Website under the name *The Smugglers of Naboo* and then printed in *Star Wars Gamer* #2 as *The Predators*. I list it here by the latter name, as that is the name that it took in printed form.**

Understanding the Jedi Code (G1 short story: J. D. Wiker)

Understanding the Jedi Code (G1 short story: J. D. Wiker)

Aurra's Song (DHPA00 short story: Dean Motter)

Aurra's Song (DHPA00 short story: Dean Motter)

The Death of Captain Tarpals (SWT3 short story: Ryder Windham)

The Death of Captain Tarpals (SWT3 short story: Ryder Windham)

Jedi Council: Acts of War (comic series: Randy Stradley)

Acts of War, Part I (comic series: Randy Stradley)
Acts of War, Part II (comic series: Randy Stradley)
Acts of War, Part III (comic series: Randy Stradley)

Acts of War, Part IV (comic series: Randy Stradley)
Episode I Adventures (youth novel series: Ryder Windham & A. L. Singer)
Episode I Adventures, Cycle III (youth novel series: Ryder Windham)
Rescue in the Core (youth novel: Ryder Windham)
Chapters 1 – 14
The Festival of Warriors (youth novel: Ryder Windham)
Introduction
Chapters 1 – 12
Pirates from Beyond the Sea (youth novel: Ryder Windham)
Introduction
Chapters 1 – 11
The Bongo Rally (youth novel: Ryder Windham)
Introduction
Chapters 1 – 13
Life, Death, and the Living Force (SWT1 short story: Jim Woodring)
Life, Death, and the Living Force (SWT1 short story: Jim Woodring)
Deal with a Demon (SWT3 short story: John Ostrander)
Deal with a Demon (SWT3 short story: John Ostrander)
Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)
Prelude to Rebellion [continued] (comic series: Peet Janes & Jan Strnad)
Prelude to Rebellion #0 [continued] (www.starwars.com comic: Peet Janes)
Prelude to Rebellion, Part I (comic: Jan Strnad)
Prelude to Rebellion, Part II [continued] (comic: Jan Strnad)
Prelude to Rebellion, Part III [continued] (comic: Jan Strnad)
Prelude to Rebellion, Part IV (comic: Jan Strnad)
Prelude to Rebellion, Part V (comic: Jan Strnad)
Prelude to Rebellion, Part VI (comic: Jan Strnad)
Jedi Council (cancelled comic series: Unknown)*
Yoda (cancelled comic: Unknown)*
Mace Windu (cancelled comic: Unknown)*
Yaddle (cancelled comic: Unknown)*
Eeth Koth (cancelled comic: Unknown)*
Yarael Poof (cancelled comic: Unknown)*
Saesee Tiin (cancelled comic: Unknown)*
Adi Gallia (cancelled comic: Unknown)*
Oppo Rancisis (cancelled comic: Unknown)*
Even Piell (cancelled comic: Unknown)*
Ki-Adi-Mundi (cancelled comic: Unknown)*
Plo Koon (cancelled comic: Unknown)*
Depa Billaba (cancelled comic: Unknown)*
***NOTE: This series of 12 Jedi Council One-Shots never came to exist. It was replaced by *Acts of War* Consider it historical curiosity.**
Darth Maul: Saboteur (novel: James Luceno)
Darth Maul: Saboteur (novel: James Luceno)
Cloak of Deception (novel: James Luceno)
Cloak of Deception (novel: James Luceno)
Dorvalla
Chapters 1 – 6
Coruscant
Chapters 7 – 17
The Outlying Systems
Chapters 18 – 33
Darth Maul (comic series: Ron Marz)
Darth Maul, Part I (comic: Ron Marz)
Darth Maul, Part II (comic: Ron Marz)

Darth Maul, Part III (comic: Ron Marz)
Darth Maul, Part IV (comic: Ron Marz)

Shadows of Coruscant (RPG: Andy Collins & Bill Slavicsek & J. D. Wiker)

Shadows of Coruscant (RPG: Andy Collins & Bill Slavicsek & J. D. Wiker)
Agent of Terror
The Meeting
Lightning Strikes
Chaos in the Canyons
The Enemy's Secret

Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)

Episode I Adventures, Cycle I (youth novel series: Ryder Windham)
Search for the Lost Jedi (youth novel: Ryder Windham)
Introduction
Chapters 1 – 11
The Bartokk Assassins (youth novel: Ryder Windham)
Introduction
Chapters 1 – 10
The Fury of Darth Maul (youth novel: Ryder Windham)
Introduction
Chapters 1 – 10
Jedi Emergency (youth novel: Ryder Windham)
Introduction
Chapters 1 – 10
Episode I Adventures, Cycle II (youth novel series: Ryder Windham)
The Ghostling Children (youth novel: Dave Wolverton)
Chapters 1 – 14
The Hunt for Anakin Skywalker (youth novel: Dave Wolverton)
Chapters 1 - 11
Capture Arawynne (youth novel: Dave Wolverton)
Chapters 1 – 17
Trouble on Tatooine (youth novel: Dave Wolverton)
Chapters 1 - 14

A Summer's Dream (SWT5 short story: Terry Moore)

A Summer's Dream (SWT5 short story: Terry Moore)

The Starfighter Trap (G1/starwars.com/wizards.com/lucasarts.com short story: Steve Miller)*

The Starfighter Trap (G1 short story: Steve Miller)*
The Starfighter Trap, Part One (starwars.com short story: Steve Miller)*
The Starfighter Trap, Part Two (wizards.com short story: Steve Miller)*
The Starfighter Trap, Part Three (lucasarts.com short story: Steve Miller)*

***NOTE: This story was included as one full story in *Star Wars Gamer* #1, but was first released in three parts on the official *Star Wars* website, the Wizards of the Coast website, and the LucasArts website, hence the strange structure of this entry. Oddly enough, while the WotC website included RPG statistics for the characters in the story, the *Gamer* issue did not.**

Single Cell (SWT7 short story: Haden Blackman)

Single Cell (SWT7 short story: Haden Blackman)

Cloak of Deception [continued] (novel: James Luceno)

Cloak of Deception [continued] (novel: James Luceno)
The Inner Circle
Chapters 34 – 37

Darth Maul: Shadow Hunter (novel: Michael Reaves)

Darth Maul: Shadow Hunter (novel: Michael Reaves)
Part I: Mean Streets
Chapters 1 – 15
Part II: Labyrinth

Chapters 16 – 36

Star Wars: Episode I--"Starfighter: Special Edition" (video game: LucasArts) [forthcoming]

Star Wars: Episode I--"Starfighter: Special Edition" (video game: LucasArts) [forthcoming]

Star Wars: Episode I--"Starfighter" (video game: LucasArts)

Star Wars: Episode I--"Starfighter" (video game: LucasArts)

Darth Maul: Shadow Hunter [continued] (novel: Michael Reaves)

Darth Maul: Shadow Hunter [continued] (novel: Michael Reaves)

Part II: Labyrinth [continued]

Chapter 37

32 BSW4

- *At this point, there are only ten thousand Jedi Knights.*
  (conjecture based on *Star Wars: Episode I*--"The Phantom Menace" *novelization*)
- *At this time, five Hutt clans essentially run Tatooine: the Desilijic under Jabba; the Besadii under Gardulla; the Nasiri; the Faljozic; and the Jahibakti.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Pavik Tharen is born to Renn and Sera Tharen on Corellia.**
  (conjecture based on *The Paradise Snare*)*

***NOTE: This could just as easily be dated 31 BSW4. Han notes that Pavik is "two or three" years older than him, and I chose to use three instead of two.**

- *Thilis-Brin is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #10)
- *Kant Aryon is born on Bethars.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos
  Eisley")
- *Dren Nord is born.**
  (conjecture based on *Special Ops: Shipjackers*)*

***NOTE: This assumes Nord is 35 in *Special Ops: Shipjackers*.**

- *Tantor is born on Esooma.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Dom Vidmin is born on Riflor.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Niles Ferrier is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Akanah Norand Goss is born.*
  (conjecture based on *Before the Storm*)
- *Vin Northal is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *Saren Llalik is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *Siro Simto is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *The Tapani Sector enters into what is later known as the Imperial Era (12,689 - 12,724 by their domestic calendar).*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

- *Aldar Beedo is hired by Wan Sandage to kill Sebulba.*

  (conjecture based on *Episode I: Insider's Guide*)

- *The Neimoidian Trade Federation and the Old Republic butt heads over trade routes. As a result, the Federation decides to invade the respected planet of Naboo as an example to other planets who refuse to accede to their demands. Their first act is to blockade the planet.*

  (conjecture based on *Star Wars: Episode I*—"The Phantom Menace")

- *On Tatooine, Anakin Skywalker engages in a Podrace. Sebulba, another racer, flashes him with his vents, and Anakin crashes. He survives, but the racer, owned by* his *owner, Watto, is a wreck. Another racer, Rimkar, dies at Sebulba's hands. Watto orders Anakin to repair the racer. Shortly thereafter, Anakin, Wald, and Kister head for Maggy the Gorgon's to buy some ruby bliels, their favorite drink, where they meet an old spacer, who tells them stories of adventure in space. Elsewhere, Republic Supreme Chancellor Finis Valorum secretly dispatches the* Radiant VII *to the Naboo blockade bearing two Jedi ambassadors, Jedi Master Qui-Gon Jinn and his Padawan learner, Obi-Wan Kenobi. They arrive aboard the Trade Federation command ship to and are greeted by TC-14, a protocol droid who shortly thereafter informs Neimoidian Trade Federation Viceroy Nute Gunray and Daulty Dofine that the ambassadors are Jedi. They contact Dark Lord of the Sith Darth Sidious (Republic Senator Palpatine, though that fact is not known, even to the Neimoidians, apparently) to inform him of these events and Sidious (as his Apprentice, Darth Maul, watches from out of transmitter range) orders the Republic ambassadors, and all with them, destroyed. First, the* Radiant VII *is destroyed, with crew still aboard. Second, the Jedi themselves are caught in a room filling with gas until Qui-Gon and Obi-Wan burst out and decimate a group of battle droids, including OWO-1. The Jedi quickly escape to the hangar where they see the Federation forces preparing for an invasion. They each stow away on one Trade Federation landing craft and await their transport to the surface of Naboo. In the royal palace in Theed, capital of Naboo, Queen Amidala consults with Senator Palpatine (after a quick change out of his Dark Lord of the Sith cloak) via hologram, but the transmission is interrupted. The invasion has begun. Qui-Gon emerges from the landing craft and runs from an MTT (Multi-Troop Transport) until he runs into (literally) Jar Jar Binks. The two narrowly miss being killed, and Jar Jar owes Qui-Gon a life debt. After saving Obi-Wan from two STAPs (Single Trooper Aerial Platforms) when Obi-Wan's lightsaber is inoperative, the trio make their way to Otoh Gunga, a hidden Gungan city, hub of the society from which Jar Jar has been banished for clumsiness. The Jedi plead their case to Boss Nass, but will receive no aid. They and Jar Jar are given a bongo (submarine), with a bit of Force suggestion, and make their way through the Naboo ocean to Theed, encountering several sea creatures on the way. On Tatooine, Anakin goes to meet Jawas and gain supplies for Watto. On the way back, he encounters a hurt Tusken Raider, whom he helps. Knowing it is too late to return home, he sleeps where he is for the night, dreaming of piloting starships, being a Jedi, and going to his mother, only to have her vanish before his eyes. He awakens to find other Sandpeople coming to claim their wounded "brother." They leave without incident and Anakin returns home. On Naboo, as the Federation troops lead the captured Queen Amidala, her handmaidens, and her advisers to captivity, the Jedi burst on the scene, saving the Queen. They fight their way to Amidala's ship, free several pilots, and leave the planet. In the ensuing pursuit by the Federation, the ship's hyperdrive is damaged (badly) and only the quick actions of an astromech droid save the ship. The droid is then presented to Amidala. He is R2-D2. They must set down on Tatooine to search for a new hyperdrive (or one with the parts to fix their old one). On Tatooine, Anakin works on repairing a bin for Watto,*

when Amee arrives and distracts him. Watto orders him to speak with the newly arrived Jawas from Mochot Steep, who are now in Mos Espa to sell parts. Shmi, his mother, also asks him to get fruit on the way back. Anakin meets up with Wald and Kister and the trio goes to Jira's fruitstand. They get the fruit and promise to find a cooling unit for Jira. They then run into Sebulba outside Maggy the Gorgon's but the altercation is stopped by the spacer, who offers the boys some ruby bliels. Before leaving, Anakin asks the spacer to tell him of the angels from the moons of Iego the next time they meet. The boys depart, unknowing that behind the walls of Maggy the Gorgon's, activities relating to the Boonta Eve Podrace he wishes to enter are going on. Inside, Gasgano and Mawhonic fight over their egos, Wan Sandage hires Aldar Beedo to kill Sebulba during the race, and Ark "Bumpy" Roose grumbles over having human *competition. At the Jawa's swap meet, the boys' distraction manages to cost them the parts Watto needs as another person's pit droid buys the parts as they arrive. Angered, Watto orders Anakin to clean the bins (which he has already cleaned). Once outside of the shop, he finds a cooling unit for Jira and, since he has already cleaned the bins, settles down for a nap. As he rests, he sees the Queen's ship coming in for a landing. He falls asleep and dreams of an angel leading warriors into battle and himself, again, as a Jedi. Newly arrived on Tatooine, Qui-Gon, R2-D2, Jar Jar, and a handmaiden named Padme go into Mos Espa for parts. At Watto's junkyard, they meet Anakin. Watto has the necessary hyperdrive, but will not accept Republic dataries (credits). Leaving the shop, Jar Jar is nearly beaten up by a dug named Sebulba, the reigning Podrace champion, but is saved by Anakin. A sandstorm comes and forces the group into shelter. Anakin takes them to his home, and introduces them to his mother, Shmi, and Anakin's pet-project droid, C-3PO.. Upon meeting him, R2-D2 tells C-3PO that he is naked. (The banter has begun!) Back at the ship, a message is received from Sio Bibble, an advisor of the queen, who urges her to contact him. Obi-Wan knows this is meant to allow someone to trace the signal to them, so he orders them not to reply. On Coruscant, Darth Sidious speaks with his apprentice, Darth Maul. Sidious sends Maul to Tatooine (having traced the message being received). On Tatooine, Anakin wishes to enter the Boonta Eve Podrace in his secretly-built Pod, hoping to win for his new friends the hyperdrive they need. Qui-Gon places a bet with Watto--if Anakin wins, they split the profit (and thus they get the hyperdrive), and if Anakin loses, Watto gets the ship. Qui-Gon then learns that Anakin apparently has no father (read: virgin birth). In space, Darth Maul comes out of hyperspace en route to Tatooine and is attacked by pirate vessel and its small support craft. Maul takes his escape pod and lets the pirates look over his empty ship while he enters their ship and slaughters their companions. The pirates on the Sith Infiltrator bring the ship aboard, and Maul wipes them out as well, but not before receiving a leg wound that will bother him for, quite literally, the rest of his life. He takes his ship and escapes just as the pirate vessel explodes from Maul's sabotage of its engines and weapons. He heads on to Tatooine. That night, Qui-Gon takes a blood sample from Anakin and sends it to Obi-Wan to be analyzed. Anakin's midichlorian count is far above even Yoda's. He has immense power in the Force, and Qui-Gon is convinced that he may be the Chosen One, the one who will bring balance to the Force. Elsewhere, Maul lands and dispatches Sith probe droids to find the queen and the Jedi. The next day, before the race, Qui-Gon makes another bet with Watto. If Anakin wins, he will be freed. If Anakin loses, Watto gets the Pod (which he is pretending is his own). As preparations are made for the race, Jar Jar notices a Trooshti (think semi-sentient wasp) stealing the charging battery from Anakin's Pod. Knowing they will need the battery if Anakin is to race, Jar Jar and Padme track the Trooshti, first into the hands of two Gamorrean slavers and then to an abandoned moisture farm that the Trooshti swarm is using as a home. It seems that they need the battery to restart their*

water vaporator/pump, or their home will dry up. As the slavers attack, Padme fixes the device and Jar Jar tricks the Gamorreans into falling into the water. Padme and Jar Jar race back to the arena following the Trooshti, who returns the battery to the Pod now that its use to his swarm is gone. Anakin sees the two and tells them that Kister will show them to where they can get cleaned up. The race is about to start. The race proceeds and despite the cheating of Sebulba, Anakin wins, to the amazement of the spectators (including bounty hunter Aurra Sing). Watto does not wish to let Qui-Gon take Anakin, but when Qui-Gon suggests that they turn the matter over to the Hutts, Watto seems to back down. Qui-Gon tells him to bring the parts to the hangar and prepare to release Anakin shortly thereafter. (As this happens, one of the probe droids notices Qui-Gon's presence and heads off to inform Lord Maul). As Qui-Gon leaves, Gardulla the Hutt arrives and offers to buy Anakin back from Watto. Watto has been given yet another reason to keep Anakin from leaving. When Gardulla leaves, Watto arranges for an employee of the arena to "persuade" Qui-Gon to allow Anakin to stay. Qui-Gon, Jar Jar, Padme, Shmi, and Anakin meet with Watto in the hangar moments later and Watto gives them the necessary parts to repair the hyperdrive. Qui-Gon, Padme, Jar Jar, and R2-D2 head back to the ship with the parts and say that they will return by midday to return Watto's eopies and grav-sled. Along the way, Qui-Gon explains to Jar Jar why he didn't simply "beat the parts" out of Watto, and then hints to Padme that the reason Anakin's victory seemed assured was due to how he appeared to feel for Padme. Qui-Gon then tells Obi-Wan that he is returning to Mos Espa to get Anakin and proceeds to do so. As he enters Mos Espa, Qui-Gon is led into a trap laid by Watto's hired muscle, but he escapes uninjured. He arrives at Watto's shop just as Watto is speaking with Sebulba, who is in need of pod parts or a podracer. Watto deactivates the device that would kill Anakin if he "escaped" and releases the boy to Qui-Gon. Outside the shop, Qui-Gon meets Sebulba and sells Anakin's podracer to him. As he leaves, he sees Anakin fighting with a Rodian boy who had accused him of cheating in the race. Qui-Gon stops the fight and gives Anakin a lesson in tolerance. He then tells Anakin that he sold the pod and the two head for Anakin's home, only to come upon a slaver riding a repulsorlift vehicle pulled by three slaves, all severely dehydrated. Qui-Gon steps in and gives them water, along with using the Force to influence the slaver into being kinder to them. When Anakin asks why he didn't just make the slaver set the slaves free, Qui-Gon tells him that the slaves wouldn't have lasted long on Tatooine alone, and a Jedi must be responsible for the consequences of his actions. Upon arrival at the Skywalker home, Qui-Gon tells Anakin that he is free and after a tearful goodbye to Shmi, the two head for the ship. While they are en route, Darth Maul is back near his ship facing off with Tusken Raiders. After whupping up on some of them, the others retreat to find easier prey. Just as they leave, the probe droid that spotted Qui-Gon returns and informs Maul that the Jedi Master and the boy are on their way to their ship. As Qui-Gon and Anakin near the ship, Darth Maul speeds onto the scene and duels Qui-Gon while Anakin tells the others to take off. They take off and approach low enough for Qui-Gon to jump aboard and escape. En route to Coruscant, Padme speaks with a sad Anakin. Anakin gives her a necklace he made from a jappor snippet for her to remember him by. When Anakin finally falls asleep, Jar Jar and Padme speak of missing home. When Panaka enters to see when Padme will be finally going to sleep, she leaves for her quarters, but not before asking Jar Jar if he thought the Gungans would support a move against the Federation. Jar Jar tells her that if the Naboo would be treating the Gungans kindly, as Padme has treated Jar Jar, then he could see it happening. They arrive on Coruscant, where Amidala speaks with Palpatine, who convinces her that she should call for a vote of no confidence in Supreme Chancellor Valorum, to allow a better leader into the position to help Naboo. At the Jedi temple, Qui-Gon relates the encounter with

the mysterious attacker, trained as a Jedi. The Jedi Council must ponder what this could mean--if the Sith have indeed returned without their knowledge. Qui-Gon also wishes for Anakin to be tested and to train as a Jedi, over the Council's obvious hesitation. Anakin takes the test and speaks with the Jedi Council. He is found to have great fear in him, and thus the potential for hate, which leads to suffering. In the Senate, the Federation ambassador, Lott Dod, is outraged by the accusation of an invasion and tries to stall the proceedings. Amidala calls for a vote of no confidence on Valorum, who will not act swiftly enough to save her people. Amidala learns a short time later that Palpatine is the most likely candidate for Supreme Chancellor (which seems to have been Palpatine's whole purpose in using his Darth Sidious persona to escalate the Naboo conflict). She also learns that the Gungans have a large army. She takes the group (with the Jedi, at the council's urging) back to Naboo. Darth Maul is then sent to Naboo. On Naboo, the group finds the Gungans at a sacred hiding place. Padme reveals that she *is Amidala, and "Amidala" is really her handmaiden, Sabe, who had taken her place as a decoy. She shows that she is not above the Gungans and Nass agrees to help. The Gungans will attack as a diversion, while the others kidnap Nute Gunray to strike the leadership from the Federation forces. The remaining pilots will try to take out the Federation's droid control ship (the* Saak'ak*), rendering the droids inoperable. The Gungans enter the battlefield and are met by heavy resistance from battle droids and AATs. The infiltration team makes it into the Theed via a captured MTT and a hidden entrance, then on into the hangar. The pilots take off in Royal N-1 Starfighters, while Anakin is told to stay in a cockpit (with R2-D2 in the astromech socket) where it is safe. As the group prepares to leave the hangar, they are met by Darth Maul. The Jedi handle him while the others make their way to Nute Gunray in the throne room. Anakin accidentally takes off in the starfighter and enters the space battle. As Obi-Wan and Qui-Gon duel Darth Maul (at the same time), Anakin finds himself crashing into the hangar of the droid control ship. In the Theed reactor core, the duel rages. Obi-Wan is kicked by Maul and separated from the other two, who continue to duel. Force fields turn on and off in cycles (like an airlock) in a hallway toward the large shaft in the core. Qui-Gon and Maul duel in one of the "airlocks" (for lack of a better term), and when they are separated, Qui-Gon meditates and Maul stalks like a panther. When they finally enter the area around the shaft, Obi-Wan races to catch up but is stopped by one last field. He watches helplessly as Maul impales Qui-Gon and the Jedi Master falls. Obi-Wan finally is able to enter and he unleashes on Maul like a man possessed, managing to cut Maul's double-bladed lightsaber in half, leaving Maul with a regular lightsaber (basically). Maul knocks Obi-Wan into the shaft (where he barely hangs on) and kicks his lightsaber into oblivion. As Maul stands above, Obi-Wan uses the Force to launch himself out of the shaft and call Qui-Gon's lightsaber to him. He once again attacks Maul fiercely, finally slicing Maul clean through at the waist. Maul's two halves fall into the shaft. Obi-Wan races to Qui-Gon, but it is too late. Qui-Gon's last act is to have Obi-Wan promise to train Anakin. In the palace, Amidala's team captures Gunray. On the droid control ship, Anakin manages to destroy a critical part of the ship before escaping. The ship explodes and the droids on the surface shut down. The Battle of Naboo has been won. The heroes attend Qui-Gon Jinn's funeral pyre. During the funeral, Yoda and Mace Windu speak of the Sith Lords. There are always two, a Master and an Apprentice. Windu wonders which was killed that day--Master or Apprentice? Obi-Wan speaks with Yoda later. After telling Yoda the events of the adventure, he is promoted to full Jedi Knight, but his decision to train Anakin disturbs Yoda. Yoda disapproves of Obi-Wan training Anakin, but the Jedi Council has granted his request to train the boy. A victory celebration is then held in Theed. Supreme Chancellor Palpatine attends, promising to watch Anakin's career with great*

interest. Amidala and Boss Nass usher the Naboo and the Gungans into a new era of peace on the planet.

(***Star Wars: Episode I*--"The Phantom Menace" et al**)*

***NOTE: By "et al," in this case, I am including the *Anakin Skywalker*, *Qui-Gon Jinn*, *Obi-Wan Kenobi*, and *Queen Amidala* one-shots, the novelization, the script, the journals . . . everything. (Just so no one asks where my summaries for those items are or why my summary incorporates scenes that were not in the film.)**

The Prequel Trilogy (movie trilogy: George Lucas & Jonathan Hales)

Star Wars: Episode I--"The Phantom Menace" (movie: George Lucas)

The Prequel Novelization Trilogy (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)

Star Wars: Episode I--"The Phantom Menace" (novel: Terry Brooks)

Chapters 1 – 24

The Prequel Comic Adaptation Trilogy (comic trilogy: Henry Gilroy et al)

Star Wars: Episode I--"The Phantom Menace" (comic series: Henry Gilroy)

The Phantom Menace, Part I (comic: Henry Gilroy)
The Phantom Menace, Part II (comic: Henry Gilroy)
The Phantom Menace, Part III (comic: Henry Gilroy)
The Phantom Menace, Part IV (comic: Henry Gilroy)

The Manga Prequel Comic Adaptation Trilogy (comic trilogy: Kia Asamiya et al)

Star Wars: Episode I—“The Phantom Menace” (comic series: Kia Asamiya)

The Phantom Menace, Part I (comic: Kia Asamiya)
The Phantom Menace, Part I (comic: Kia Asamiya)

The Phantom Menace Online Comic (www.starwars.com comic: Henry Gilroy)

The Phantom Menace Online Comic (www.starwars.com comic: Henry Gilroy)

CONCURRENT TO SW1

- *Raymus Daal meets a group of free agents outside the Naboo city of Kwilaan. He hires them to take out a transmission array, which, unbeknownst to the agents, will cut off communications to and from most of Naboo to allow the Trade Federation to invade. The agents agree and leave the meeting even as Daal is attacked by security forces. They make it to the sensor array and take it out without much trouble. Communications on Naboo are now down.*

  (***Signal Interruption***)

- *In Theed on Naboo, Rorworr, Sia-Lan Wezz, Deel Surool, and Arani Korden are in the middle of their own little escapade when they find themselves hiding behind a blasted speeder and some crates as the invasion of Naboo commences. Each of the armed friends prepares to defend their home, while trying to escape the droids that are moving through the streets and arresting citizens. As the others hold off approaching droids, Deel is sent down the street to slice his way into a locked door for them to escape into. At the last moment, as Destroyer Droids arrive, the door opens, allowing the four to enter to safety, and into a situation they’d never expected . . . **

  (***Battle for Theed***)*

***NOTE: What *was* the situation they hadn’t expected, you ask? We’ll never know. At that point, it is assumed that the individual SW:RPG gamer will take over with their own story.**

- *Sia-Lan Wezz, Rorworr, Deel Surool, and Arani Korden unite with their friends Galak, Rann I-Kanu, Toba, and Dane and begin their escape from Theed.*

(conjecture based on *Battle for Theed* and *Invasion of Theed: Battle Droid Invasion*)

- *On Naboo, in the capital city of Theed, several friends (Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane) find themselves facing several Battle Droids when the Neimoidian Trade Federation invades. As more Battle Droids come in to secure the city, the group narrowly escapes the droids to commandeer a flash speeder and escape from Theed.*

(***Invasion of Theed: Battle Droid Invasion***)

- *In Theed, the former passengers of Nuun Pargen's* Crescent *seek medical supplies for Inea Pargen. They are caught in the middle of the invasion. They meet Chee Mobok and assist him in escaping in return for him showing them to his speeder. They use the speeder to escape Theed, but are pursued by STAPs. They finally outrun the STAPS, forcing one to crash into an MTT and send it sinking into the river outside Theed. They escape into the swamp, where they encounter a group of Gungans led by Sergeant Mokem, but are shooed away. They finally make their way, with the Gungans' help, to where they are to meet the* Crescent*, but it is gone and several thieves are ransacking supplies left for them. The thieves are being attacked by a Royal Security Force member, but he is nearly overwhelmed. The heroes step in to save him. He identifies himself at Mett Habble and invites them to join in a resistance force that is already being planned, even as the invasion takes place. (To be continued below . . .)*

(***Peril on Naboo***)

- *On Naboo, as the invasion commences, Royal Security Force Lieutenant Gavyn Sykes joins Captain Kael in escaping from Theed. They head directly for a trader village in swamplands for aid, only to discover that the traders aren't equipped to help battle the Trade Federation. The traders point the officers to the mountains, where the few Naboo discover the base of operations for Borvo the Hutt. The Trade Federation is attacking his operation, and when Kael and Sykes help cover the Hutt's escape, Borvo agrees to aid them in their battle with the Trade Federation. (To be continued below . . .)*

(***Battle for Naboo***)

- *Having escaped from Theed, Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane join the Naboo Underground.*

(conjecture based on *Invasion of Theed: Recovery*)

- *As the Federation invades Naboo, Vana Sage and Reti the Toydarian take the fight to the orbital forces. They attack a group of munitions-filled freighters bound for the surface, and manages to steal one to give to the resistance movement. In the atmosphere, Rhys Dallows escorts Reti to a rendezvous with the resistance forces, fighting Federation air and ground forces along the way. They find the base under attack by battle droids, and Rhys shoots them down from the sky. The munitions are delivered, and Rhys and Reti join with Bravo Flight to liberate prisoners from the Federation concentration camps. Elsewhere, Nym and Vana protects another resistance outpost from an all-out assault by the Federation. (To be continued below . . .)**

(***Starfighter***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *On Tatooine, the day before the Boonta Eve podrace, Jabba and Gardulla meet to discuss odds in the upcoming Boonta Eve Race. Gardulla favors Gasgano, but Jabba's droid has calculated that the winner will be Sebulba, followed by Gasgano and Mawhonic, though he finds it interesting that Watto has entered young Anakin Skywalker. Jabba convinces Gardulla to bet that Skywalker will not win. To ensure that this is the case, Gardulla sends her servant, Diva, to hire someone to sabotage Anakin's racer. Diva ends up hiring Ark "Bumpy" Roose, who is still annoyed that Anakin has recently made a fool of him while racing. Fode/Beed then interviews several of the racers for the Boonta, the last of whom is Sebulba,*

who issues a direct challenge to Anakin. Later, Kam Nale (who goes by the alias "Elan Mak") makes a recording detailing his desire to seek revenge against Aldar Beedo for his father Borzu Nale's death. At the same time, Wan Sandage hires Beedo to help ensure that Sandage wins the Boonta. Sebulba, seconds later, speaks with Dud Bolt, whom he has secretly hired as a bodyguard, about making sure he is extra protected for the Boonta. Later in the evening, the Podracers go to the Poodoo Lounge to hear Boles Roor perform. Before the concert, Boles bets Ben Quadrinaros that he's too chicken to enter the race. Ben enters. (To be continued below . . .)

(***Podracing Tales***)

- *Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane, who are all now part of the Naboo Underground, are given an assignment by their cell leader, Lucos Dannt. They are to get back into Theed and free a group of pilots before they are shipped elsewhere, and to attempt to steal weapons from the armory while they are at it. The team enters the city with very little troubles, but faces off with various droids and Neimoidian guards before finally freeing the pilots, gathering some weapons, and escaping again to the Underground.*

(***Invasion of Theed: Recovery***)

- *Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane, receive a briefing from Lucos Dannt and Lialla Tane, daughter of Minister of Culture Kyu Tane. She asks the group to help her by repeating their earlier recovery mission, this time to rescue her parents. The team agrees and enters Theed again, this time freeing the Tanes, several citizens, and a disgruntled pilot. Once again, they escape without significant injury.*

(***Invasion of Theed: Rescue***)

- *The morning of the Boonta Eve Podrace, the contestants begin to arrive and prepare for the race. Teemto Pagalies tells Sebulba that Mars Guo wants to abduct one of his Twi'lek slave girls. Sebulba then has Dud Bolt distract Mars as he sabotages Mars' racer. Ark "Bumpy" Roose then asks Sebulba which racer is Anakin Skywalker's. Sebulba hasn't yet seen Anakin arrive with his, but figures the pod will be junk. On the basis of that slim description, Bumpy sabotages the nearest unfamiliar podracer, thinking it is Anakin's. In actuality, it belongs to Ben Quadrinaros. A short time later, the race begins. As Skywalker comes to defeat Sebulba, Watto finds himself in even more trouble, as he bets yet again against Skywalker with Graxol, which Weazel also gets in on. When Anakin wins, Watto is in deep poodoo. A short time later, as Fode/Beed gives post-race comments, the racers take stock of the day. Wan Sandage confronts Aldar Beedo for not killing Sebulba, but Beedo intends to continue the contract on Malastare. Elan Mak intends to continue trying to kill Aldar Beedo on Malastare. Rescue crews still haven't found Mawhonic or Teemto. As for Sebulba, he roars into the studio to announce that he's intending to kick some butt on Malastare in his new podracer —the one he just bought from Qui-Gon (acting on Anakin's behalf). For some, the race is never over.*

(***Podracing Tales***)

- *With Borvo the Hutt's smugglers as their wingmates, Captain Kael and Gavyn Sykes head into Naboo's orbit and destroy communications satellite Comm 4, opening up the Trade Federation base immediately below to assault. They strike, decimating the base. Gavyn steals a gunboat and heads along the Andrevea River, working to liberate recently erected labor camps along the river. The rescued civilians are placed in transport vehicles and are escorted to safety. As they are escaping, though, something seems fishy. With the civilians safely leaving with Borvo, Sykes discovers Captain Kael's downed starfighter. Borvo has betrayed them, intending to sell the civilians into slavery. As a result of the attack on his starfighter by Borvo's forces, Kael dies, and Sykes swears revenge.*

He hunts down Borvo, making a new ally of one of the smugglers. Together, they take out Borvo's vessel and free the civilians. They then make plans to liberate the Trade Federation's Camp 4, freeing many high-level Naboo prisoners . . . (To be continued below . . .)

(***Battle for Naboo***)

- *During a mission for the Naboo Underground, Lialla Tane discovers the camp of Savor Kibbs and his renegade followers.*

(conjecture based on *Invasion of Theed: Renegade*)

- *At night, Gavyn Sykes and his allies strike Naboo's Camp 4, liberating many Naboo, including some much-needed pilots. As dawn approaches, they learn that Captain Panaka has returned to lead them, with Amidala readying a plan to take back Naboo. Sykes and the others rendezvous with Panaka briefly, then head off on their own, eventually making their way to where Amidala lays out their plans. (To be continued below . . .)*

(***Battle for Naboo***)

- *As part of the Naboo Resistance, the heroes who saved Mett Habble are present for Amidala's briefing. When the team needs a way to infiltrate Theed, the heroes remember the MTT they caused to sink in the river and suggest using it as cover to reach the access point for the insertion team into Theed. The team joins a contingent of Gungans in raising the sunken MTT and they soon prepare their Trojan Horse. The heroes drive the insertion team, hidden within the MTT, to the insertion point, but once the team is inserted, an autopilot recall of the MTT brings the group unwillingly into a hangar. (To be continued below . . .)*

(***Peril on Naboo***)

- *While slinking around Theed trying to find ways to help the populace, Underground members Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane come upon a segment of Queen Amidala's invasion team, led by Sabe, who is masquerading as Amidala. To aid in the insertion of the invasion force, the group makes a diversion by engaging some Battle Droids before making their way to safety.*

(***Invasion of Theed: Aid the Queen***)

- *Even as Rann I-Kanu and the others are staging a distraction for Battle Droids in one area of Theed, a team led by Gavyn Sykes takes to speeders and stages a fast-paced diversion, attacking anything belonging to the Trade Federation on an opposite end of Theed from the insertion point. (To be continued below . . .)*

(***Battle for Naboo***)

- *Having distracted the Battle Droids, the group (Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane) attempts to get to cover as the Battle of Naboo rages. They notice a droid starfighter in droid mode, flanked by four Battle Droids, heading for the palace. They manage to stop the droids, but several bystanders are harmed. Among them are a pilot, who asks them to get an R2 unit with crucial information to Amidala. Another is a guard with a diplomatic pouch for the Alderaanian ambassador. The group accepts the items and returns them to their rightful recipients.**

(***Invasion of Theed: Battle in the Streets!***)*

***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**

- *Unwittingly brought into the Theed palace hangar, the heroes who helped bring the insertion team in the captured MTT exit the vehicle and briefly glimpse Darth Maul heading for the insertion team. They soon encounter Gode Takrab, a Neimoidian underling and discover that he holds a fake hologram of Amidala announcing that she has signed an agreement with the Trade Federation. The Neimoidians had him working on this just in case they could not recapture Amidala. There is also a hidden copy of a false agreement as well, but Tarkab refuses to divulge its location. The group rushes to Tarkab's shuttle to search for*

the document. Aboard the shuttle, they are beset by Battle Droids. (To be continued below . . .)

(***Peril on Naboo***)

- *As Bravo Flight launches against the Trade Federation droid control ship, Bravo Flight is joined by Royal Security Force officer and pilot, Lieutenant Gavyn Sykes. As Anakin Skywalker heads for the fray on auto-pilot, Bravo Flight destroys tractor beam generators at the docking bay openings in the huge vessel, though which Anakin then accidentally flies though. Ric Olie orders that no other fighter attempt the virtual suicide move that the unknown pilot (Anakin) did. Instead, Bravo Flight, specifically Gavyn, concentrates on destroying the housing for the shield generator's power source, which is eventually destroyed, just in time for the outer and inner shields over sensitive areas to go down, allowing Anakin's accidental shot to pass unimpeded toward sensitive areas in the vessel. As Bravo Flight prepares for another run, the vessel begins to explode and Anakin escapes. This stage of the Battle of Naboo has been won.*

(***Battle for Naboo***)

- *The Battle of Naboo takes place, and Rhys is part of Bravo Flight in the space battle against the droid control ship. Rhys shoots at the battleship's receiver stations as well as droid starfighters. Suddenly, a mercenary ship shows up – the same one that killed Essara Till not long ago!! Rhys attacks it and chases it into the hangar of the Federation battleship. A battle takes place inside the battleship, as Rhys dukes it out with the mercenary while destroying lander ships and their assembly cranes. Rhys finally destroys the mercenary ship, avenging Essara's death. Suddenly, the battleship starts to explode around him – Anakin Skywalker has fired the fatal shot into the battleship's reactor. But the reactor powering the hangar's shields are still up, so Rhys races through fire-filled shafts and destroys the reactor, then ducks out of the battleship just before it explodes. Naboo has been saved, and the four heroes are congratulated and honored. Then it's back to their lives, as Nym says farewell and flies away…**

(***Starfighter***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *As the Battle Droids deactivate, the heroes aboard Gode Tarkab's shuttle discover the fake agreement as a computer file within Tarkab's protocol droid, foiling that Neimoidian backup plan. They return to meet the victorious insertion team and then set about helping free imprisoned Naboo from former Trade Federation camps. Surprisingly, they are also reunited with Nuun Pargen, whose daughter is doing well. He had to simply leave for their safety, and had helped out in his own way during the occupation.*

(***Peril on Naboo***)

- *As preparations are made for the celebration in which Queen Amidala is expected to solidify the alliance between the Naboo and the Gungans, a successful group of former Underground members (Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane) is asked to undertake another covert mission. They are to head for where Lialla Tane has observed covert gatherings of disgruntled humans and Gungans and their leader, Savor Kibbs. They are to gather intelligence and return with what they know, not face Kibbs alone. They make their way through the Naboo swamps, battling beasts and quicksand, finally entering the Dark Grove, a place strong in the Dark Side. This place is adding to the power of Savor Kibbs, who is a Dark Side Adept. The group battles illusions created by Kibbs before finally discovering Kibbs followers, who try to talk the group into joining them. The group refuses and find themselves under attack by both Savor Kibbs himself and a Destroyer Droid that Kibbs outfitted with a droid brain to replace that lost with the Trade Federation control ship. The group, working as a team, manages to take out both the droid and Kibbs, who flees into the swamps. As Kibbs leaves the area, his Dark Side influence over the citizens*

dissipates, and they return to their senses. The citizens and our heroes return home.

(***Invasion of Theed: Renegade***)

Battle for Theed (comic: Michael A. Stackpole)

Battle for Theed (comic: Michael A. Stackpole)

Star Wars: Episode I--"Battle for Naboo" (video game: LucasArts)

Star Wars: Episode I--"Battle for Naboo" (video game: LucasArts)

Escape from Theed
Neimoidian Plunder
Naboo Bayou
Smuggler Alliance
Hutt's Retreat

Star Wars: Episode I—"Obi-Wan" (video game: LucasArts) [forthcoming]

Star Wars: Episode I—"Obi-Wan" (video game: LucasArts) [forthcoming]

The Phantom Menace Adventures (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)

Anakin Skywalker (comic: Timothy Truman)

Star Wars: Episode I—"The Phantom Menace" #1/2 (comic: Timothy Truman & Henry Gilroy & Ryder Windham & Mark Schultz)

Anakin Skywalker

Signal Interruption (www.wizards.com RPG: Jesse Decker)

Signal Interruption (www.wizards.com RPG: Jesse Decker)

Introduction
This is Only a Test
Do Not Attempt to Adjust Your Screen
Broadcast Signals
Back to Your Regularly Scheduled Programming

Star Wars: Journal (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)

Episode I: Darth Maul (youth novel: Jude Watson)

Entry One

Episode I: Queen Amidala (youth novel: Jude Watson)

Entry 1: Blockade

Location: Theed Palace

Episode I: Darth Maul (youth novel: Jude Watson)

Entry One
Entry Two

Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)

Danger on Naboo (youth novel: A. L. Singer)

Chapters 1 – 3

Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)

Episode I: Queen Amidala [continued] (youth novel: Jude Watson)

Entry 1: Blockade [continued]

Later

Invasion of Theed (RPG: Bill Slavicsek)

Invasion of Theed (RPG: Bill Slavicsek)

Battle Droid Invasion

Battle Droids in the Streets

Peril on Naboo (RPG: Steve Miller & J. D. Wiker)

Peril on Naboo (RPG: Steve Miller & J. D. Wiker)

Invasion

Flight From Theed

Pursued by STAPs
The Swamp
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 2: Invasion
"First Section"*
Later
Entry 3: Capture
Location: Queen's Royal Starship
Later
Star Wars: Episode I--"Starfighter: Special Edition" [continued] (video game: LucasArts) [forthcoming]
Star Wars: Episode I--"Starfighter: Special Edition" [continued] (video game: LucasArts) [forthcoming]
Star Wars: Episode I--"Starfighter" [continued] (video game: LucasArts)
Star Wars: Episode I--"Starfighter" [continued] (video game: LucasArts)
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Danger on Naboo [continued] (youth novel: A. L. Singer)
Chapters 4 – 9
Podrace to Freedom (youth novel: A. L. Singer)
Chapter 1
Danger on Naboo [continued] (youth novel: A. L. Singer)
Chapters 10 – 11
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 3: Capture [continued]
Later
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Danger on Naboo [continued] (youth novel: A. L. Singer)
Chapter 12
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Three
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 4: Everything New and Strange
"First Section"*
Later: Mos Espa Spaceport, Tatooine
Entry 5: Anakin
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapter 2
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker (youth novel: Todd Strasser)
First Entry: I Meet an Angel
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)

Chapter 3
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker (youth novel: Todd Strasser)
Second Entry: Magnet for Trouble
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 6: Fate is a Tangle
"First Section"*
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapters 4 – 5
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Third Entry: Jedi Secrets
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 6: Fate is a Tangle [continued]
Later
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Four
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 7: A Way Out
"First Section"*
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Four [continued]
Entry Five
Entry Six
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
The Next Day
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapter 6
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 8: Bargains
"First Section"*
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Fourth Entry: We Prepare for the Race
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 8: Bargains [continued]
Later
Podracing Tales (www.starwars.com comic series: Ryder Windham)
Podracing Tales, Part I (www.starwars.com comic: Ryder Windham)
Podracing Tales, Part II (www.starwars.com comic: Ryder Windham)
Podracing Tales, Part III (www.starwars.com comic: Ryder Windham)
Podracing Tales, Part IV (www.starwars.com comic: Ryder Windham)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 8: Bargains [continued]
Night

Podracing Tales [continued] (www.starwars.com comic series: Ryder Windham)
Podracing Tales, Part V (www.starwars.com comic: Ryder Windham)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Recovery
Neimoidian Guards
Security Droids
Rescue
Break In!
The Patrol
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapter 7
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 9: The Hands of a Boy
"First Section"*
Podracing Tales [continued] (www.starwars.com comic series: Ryder Windham)
Podracing Tales, Part VI (www.starwars.com comic: Ryder Windham)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 9: The Hands of a Boy [continued]
Later
The Phantom Menace Adventures [continued] (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)
Queen Amidala (comic: Mark Schultz)
Podracing Tales [continued] (www.starwars.com comic series: Ryder Windham)
Podracing Tales, Part VII (www.starwars.com comic: Ryder Windham)
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapters 8 – 10
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Fifth Entry: The Race of My Life
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 9: The Hands of a Boy [continued]
After the Race
Later
The Phantom Menace Adventures [continued] (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)
Qui-Gon Jinn (comic: Ryder Windham)
Star Wars: Episode I—“The Phantom Menace” #1/2 [continued] (comic: Timothy
Truman & Henry Gilroy & Ryder Windham & Mark Schultz)
Qui-Gon Jinn
Podracing Tales [continued] (www.starwars.com comic series: Ryder Windham)

Podracing Tales, Part VIII (www.starwars.com comic: Ryder Windham)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Sixth Entry: The Biggest Surprise
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
Podrace to Freedom [continued] (youth novel: A. L. Singer)
Chapter 11
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Seventh Entry: A Difficult Decision
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 10: Some Great Evil
Location: Queen's Royal Starship
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Seven
Entry Eight
Entry Nine
Entry Ten
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Eighth Entry: The Queen
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 10: Some Great Evil [continued]
Later
Later
The Phantom Menace Adventures [continued] (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)
Star Wars: Episode I—“The Phantom Menace” #1/2 [continued] (comic: Timothy
Truman & Henry Gilroy & Ryder Windham & Mark Schultz)
Queen Amidala
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle (youth novel: A. L. Singer)
Chapter 1
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 11: Queen
Location: Coruscant
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Ten [continued]
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 11: Queen [continued]
Later
Entry 12: Galactic Senate
"First Section"*
Later
Later: Queen's Royal Starship
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Ten [continued]
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Ninth Entry: The Future is Uncertain

Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 2
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 12: Galactic Senate [continued]
Later
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 3
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Tenth Entry: Past and Future
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 12: Galactic Senate [continued]
Later: Queen's Royal Starship
Entry 13: Return
"First Section"*
Later
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Disruption of Comm 4
Glacial Grave
The Andrevea River
Sanctuary
Search for Captain Kael
Borvo the Hutt
Liberation of Camp 4
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 4
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 13: Return [continued]
Later
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Eleventh Entry: Another Surprise
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 14: The Alliance
Location: Gungan Swamp
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
The Queen’s Gambit
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)

The Naboo Underground
Missed Rendezvous
The Queen's Plan
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 5
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 15: The Plan
"First Section"*
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Eleven
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 15: The Plan [continued]
Later
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Entry Twelve
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 15: The Plan [continued]
Later
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
The Naboo Underground [continued]
Underwater Salvage
Assault on Theed
Return to Theed
The Fighting Begins
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Aid the Queen
Fight and Flight!
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Panaka's Diversion
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 6
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Twelfth Entry: A Greater Enemy Appears
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Assault on Theed [continued]
The Neimoidian Shuttle
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Star Wars: Episode I--"Battle for Naboo" [continued] (video game: LucasArts)
Battle for Naboo
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)

The Final Battle [continued] (youth novel: A. L. Singer)
Chapter 7
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Thirteenth Entry: The Battle
Duel of the Fates (G1 short story: Andy Collins)
Duel of the Fates (G1 short story: Andy Collins)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Battle in the Streets!*
***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**
Star Wars: Episode I--"Starfighter: Special Edition" [continued] (video game: LucasArts) [forthcoming]
Star Wars: Episode I--"Starfighter: Special Edition" [continued] (video game: LucasArts) [forthcoming]
Star Wars: Episode I--"Starfighter" [continued] (video game: LucasArts)
Star Wars: Episode I--"Starfighter" [continued] (video game: LucasArts)
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Peril on Naboo [continued] (RPG: Steve Miller & J. D. Wiker)
Assault on Theed [continued]
The Neimoidian Shuttle [continued]
Epilogue
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Fourteenth Entry: A Bitter Triumph
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 16: Joy and Mourning
Location: Naboo
The Phantom Menace Adventures [continued] (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)
Obi-Wan Kenobi (comic: Henry Gilroy)
Episode I Adventures [continued] (youth novel series: Ryder Windham & A. L. Singer)
The Final Battle [continued] (youth novel: A. L. Singer)
Epilogue
The Phantom Menace Adventures [continued] (comic series: Timothy Truman & Mark Schultz & Ryder Windham & Henry Gilroy)
Star Wars: Episode I—“The Phantom Menace” #1/2 [continued] (comic: Timothy Truman & Henry Gilroy & Ryder Windham & Mark Schultz)
Obi-Wan Kenobi
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Invasion of Theed [continued] (RPG: Bill Slavicsek)
Renegade
Gathering Information
Dangers in the Swamp
Swamp Beast
Quicksand
The Dark Grove
The Dark Lord
The Renegade’s Base
Talking to the Followers
Destroyer Droid

Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Episode I: Queen Amidala [continued] (youth novel: Jude Watson)
Entry 16: Joy and Mourning [continued]
The Next Day
Celebration
Episode I: Anakin Skywalker [continued] (youth novel: Todd Strasser)
Introduction: Naboo
Time to Go
Episode I: Darth Maul [continued] (youth novel: Jude Watson)
Epilogue
Voice Recording by Lord Darth Sidious—Location: Coruscant

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- *Republic authorities take custody of Darth Maul's Sith Infiltrator, the* Scimitar*, on Naboo. The escape pod is mysteriously missing. After discovering that it was built on heavily modified designs of the Republic Sienar Systems Star Courier, Sienar Systems claims complete ignorance of the ship's existence.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *The Gungans on Naboo erect the Jedi Monument and Queen's Monument.*
  (conjecture based on *Episode I: Insider's Guide*)
- *As word of the Trade Federation's defeat at Naboo reaches the Cularin System, the pirates hired by the Neimoidians to harass the Metatheran Cartel's interests abruptly switch sides. Control of the legal trade in the system is now fully in Metatheran Cartel control.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Baktoid Combat Automata designs the heavy, unwieldy, E-5 battle droids as Trade Federation replacements, after the debacle of the Battle of Naboo.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *Supreme Chancellor Palpatine outlaws all battle droids.*
  (conjecture based on *Star Wars Encyclopedia*)
- *After reports from Tatooine from Qui-Gon Jinn and Obi-Wan Kenobi, the Republic commissions the military force known as the Republic Outland Regions Security Force in an effort to establish some form of law and order in the Outer Rim.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *The YT-1760 line from Corellian Engineering Corporation is launched.*
  (conjecture based on *A Legacy of Starships*)
- *The Commission for the Preservation of the New Order (COMPNOR) is founded as a social group, but receives covert aid and political power from Supreme Chancellor Palpatine himself.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Imperial Sourcebook")
- *Chel Dorat, a captain in the Old Republic Navy, becomes a supporter of the New Order early on.*
  (conjecture based on *Loyalties*)
- *The Shard ambassadors from Orax start to be cut off from their homeworld by Palpatine's decree.*
  (conjecture based *Alien Encounters: The Shard*)
- *Tira Wils becomes a special agent for Colonel Jir Tramsig in the Cularin system.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *The* Freedom's Messenger *increasingly finds itself as a military vessel, forsaking its diplomatic assignments.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Jabitha hikes in the Dragon Cave, full of steam, next to an underground glacier, for the last time.*
  (conjecture based on *Rogue Planet* via *TimeTales*, verbatim)
- *An unknown spacefaring species (seemingly the Yuuzhan Vong, but we have no definite proof of that), enters the Gardaji region and begins an offensive against the legendary Zonama Sekot.*
  (conjecture based on *Rogue Planet*)
- *The* Mantaris*, a hybrid vessel of Naboo and Gungan technology, is completed.*
  (conjecture based on *Save the* Mantaris*!*)
- *The group of friends who helped stop Savor Kibbs is tapped for another mission. Queen Amidala and the governments of the Naboo and the Gungans have decided to begin work on a joint colony on Naboo's water-rich moon. The group is to journey to the moon on a shuttle piloted by Ithorian Captain Worlohp, along with passengers Kharl Vanneb, Professor Hallem Celaar, and Sakme Kelene. Once they reach the ionosphere of the moon, ship troubles cause a leak of harmless Kyvalon-4 gas into the ship. Well, harmless to humans and near humans. It has the effect of driving Ithorians to murder. The passengers engage Worlohp to save their own lives even as they struggle to save the ship. They finally do so, and land safely on the moon.*
  (***Peril in the Ionosphere***)
- *In an effort to spark a war between the Gungans and the Naboo, a group of assassins kills a Gungan technician and kidnaps a Naboo engineer, both associated with the joint colonization of Naboo's moon. A small group of adventurers saves the engineer, earning the distinction of also being the first group to guard the* Mantaris *during its maiden voyage.*
  (***Save the* Mantaris*!***)
- *The Naboo and Gungans on Naboo begin cooperating militarily, including in starfighter corps, where a new starfighter, the G-1 Starfighter, is being developed by joint Gungan/Naboo efforts.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Toba, found on the Wizards of the Coast website)
- *Wilhuf Tarkin becomes head of the Outland Regions Security Force.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *Having become a fan of Jar Jar Binks' exploits, Toba decides he wants to travel away from Naboo for a while as well, and ends up becoming a pilot for the Ohma'dun colony. He soon volunteers for the Naboo military as a pilot, one of the first Gungans in the joint Naboo planet military effort. He becomes a founding member of a new starfighter squadron, Iron Cesta Flight, which flies the new G-1 Starfighter, designed by his father's BullbaBong Engineering and the Theed Palace Space Vessel Engineering Corps.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Toba, found on the Wizards of the Coast website)
- *As part of a joint effort to map the caverns and tunnels within Naboo (with its lack of a molten core), Queen Amidala's Master of Sciences, Graf Zapalo, works with two Gungan designers to create the ER-1 Probe Droid.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for the ER-1 Probe Droid, found on the Wizards of the Coast website)
- *Merchant Captain Harkan Resch, down on his luck, sells off his ship, the* Mystic Burn*. It comes into the possession of the same group of friends who helped stop Savor Kibbs (Sia-Lan Wezz, Rorworr, Deel Surool, Galak, Rann I-Kanu, Toba, Arani Korden, and Dane).*
  (conjecture based on *Shipbuilding Secrets*)

- *Conil Barje, Camella Barje, and their son leave Corellia and proceed to Tatooine to begin a new family life.*
  (conjecture based on *Outlander*)
- *As the Metatheran Cartel grows in power in the Cularin system, it begins hunting the pirates it once used as an offensive force.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *SoroSuub Corporation builds a floating manufacturing city in the clouds of Genarius in the Cularin system.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *In the Cularin system, Almas' moon, Dorumaa, is terraformed for a resort colony. In doing so, however, the flash-frozen eggs of long-dead sea creatures are allowed to thaw and hatch, essentially re-creating the aquatic ecosystem of the moon.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *The Cularin system enters the Republic. As a result, the system gains a Senator for the Republic Senate, and the Republic military comes to Cularin. Under Colonel Jir Tramsig, the Republic establishes a base on Cularin (at Soboll and commanded by Major Kurth San), a base on Dorumaa, and a secret base on Ostfrei, one of Genarius' moons. Shortly after the bases are established, Nirama plants a mole within the Soboll operation.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Xizor becomes a Black Sun Vigo during the power vacuum following Darth Maul's destruction of Black Sun's leadership.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")*
- *On Almas, in the Cularin system, a growing deadland is spreading out from, presumably, Darth Rivan's abandoned fortress. Rumors abound that a Dark Jedi has come to Almas, prompting Jedi Master Lanius Qel-Bertuk to begin searching out a danger only he can sense.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *A war-clan of Tusken Raiders attacks Anchorhead. Shortly thereafter, other clans join in--13 clans all under one warleader. All in all, they killed six militia men, set fire to the armory, smashed the central vaporator-cistern and escaped with a large amount of water.*
  (conjecture based on *Outlander*)
- *On Tatooine, at Mochot Steep, Conil Barje, Camella Barje, and their baby boy (newly arrived from Corellia with dreams of a future that was just one large lie by the Zygian Bank's land agents) attempt to purchase weapons to protect themselves from raids and such. Conil meets a moisture farmer who tells him about the recent raid of Anchorhead by thirteen clans of Tusken Raiders, all under one warleader. The Jawas present refer to the warleader as "Ootman" (the Hutt word for "Outlander"). It appears that everyone in sight is buying weapons to protect themselves from the Sandpeople. Suddenly, the Tusken Raiders attack the trading post. The moisture farmer and Conil are both killed, as is the dewback Camella and the baby are riding behind. The Tusken Raiders demolish the area and one prepares to kill Camella and the boy, but the warleader stops the offending Raider by severing his knife-wielding hand . . . with a* lightsaber*. He then tells the woman, "Blessed be your going out from us," an old Tatooinian phrase. The Raiders leave Camella and the child unharmed and head off with their loot. Above a nearby dune, Aurra Sing observes and is happy to learn that*

the warleader appears to be a Jedi. Shortly thereafter, in the Jedi Temple on Coruscant, Yoda, Eeth Koth, and Ki-Adi-Mundi speak about the mysterious warleader. Based on what he said, they determine that it must be the Jedi Knight Sharad Hett, a former Padawan of Eeth Koth who was presumed dead fifteen years earlier. Eeth Koth is not allowed to go after Hett due to his relationship with the man, so Ki-Adi-Mundi is sent to Tatooine to deal with Hett. He is to speak with Jabba the Hutt upon arrival before proceeding with the mission, a task Ki finds difficult based on Jabba's involvement in the recent kidnapping and near-murder of his daughter, Sylvn. On Tatooine, in a cantina at the Mos Eisley spaceport, Aurra Sing senses that another Jedi will be arriving soon. She glances in her "trophy case" at five lightsabers (with spaces for two more) from past encounters with Jedi and is eager to face these two new Jedi. Shortly thereafter, on Coruscant, Ki stands on a secluded landing pad awaiting the arrival of the Corellian cruiser which will take him to Tatooine. He is met there by the female Jedi Master who had taken Ki from Cerea to Coruscant for training. When her teaching methods were questioned by the Jedi Council, she had begun questioning herself, and had been in seclusion since then. Ki assures her that her inability to save "that child" (the identity of which we currently have no way of knowing for certain) was not her fault. She gives Ki a final warning to be careful, based on dreams she has had of Ki in terrible danger. He leaves for Tatooine. Later, on Tatooine, as Ki's ship arrives, Aurra Sing is in a cantina using her Force abilities to beat up several rowdy patrons (well, to have them beat themselves up). When one calls her a Jedi, she nearly kills him. She heads to DeMaal's docking bay to await the coming Jedi. She recognizes Ki on sight, but knows that the identity of the new Jedi changes nothing for her. Ki is taken to Jabba the Hutt's home, where he is assured safe passage through the desert. He is even given a skiff and crew for the skiff. Of course, Jabba sends him straight into a sandstorm, and the crew turns on him during the storm, but Ki realizes their deception and takes out his lightsaber in time to do battle with them, all the while unknowing that Aurra Sing has followed the skiff on her swoop. Aboard the skiff, Ki defeats the goons, but he, the goons, and the skiff end up buried in sand. A roving herd of banthas enables Ki to escape, but he is wounded and must meditate to begin healing. He uses the Force to retrieve his lightsaber and gear, but his comlink and medpak are crushed. He begins to make his way toward the Needles, the mountains of the Jundland Wastes. Aurra Sing heads for the Needles also. Upon finally reaching the Needles, Ki is set upon by feral creatures and forced into the lair of a krayt dragon. He has been trapped by Sharad Hett. As Ki dodges the attacks of the krayt dragon, he tells Hett that he was sent by Eeth Koth to seek his help. Sharad Hett leaps in and attacks the krayt, helping Ki, before having another Tusken Raider, A'sharad, attack the beast as a coming of age ritual. The krayt attacks another Tusken, Rkk'tl'kt, before A'sharad can defeat the beast, biting off Rkk'tl'kt's hand. A'sharad finally kills the beast, using his lightsaber *to subsequently remove the krayt dragon pearl that is his prize. Shortly thereafter, Sharad Hett informs Ki that the boy is A'sharad Hett, his son and Padawan. Hett then voices his suspicions that Jabba is instigating the conflict between the sandpeople and humans on Tatooine. He tells Ki that the reason for their attack on Monchat Steep will be revealed to him in time. They depart, leaving the wounded Rkk'tl'kt behind to commit suicide, as is customary, for only "whoever has* two *hands can hold a gaderffii." A short time later, Aurra Sing arrives and surveys the area, realizing that the Jedi are now traveling together. She is set upon by the feral rat-like creatures Ki encountered and kills them all with the help of her lightsaber. She remounts her swoop and heads after the Jedi. Later, Ki speaks to Hett about how he came to be on Tatooine. Hett had been the Padawan of Eeth Koth, and he was sent to the most unruly areas of the Republic to uphold the law, just as Koth had always been. Over the years, he had become*

a hero on such missions, but he realized that he needed to return home to see his family, since he had been away so long. He had arrived to find the planet decimated at the hands of offworld rivals, and turned his back on society. He headed for the Outer Rim and crashed on Tatooine, where he decided to live in the Dune Sea. He was taken in by the Tusken Raiders and soon proved himself worth to be among them. He rose to power as he taught them new methods of fighting and living. Shortly after he was taken in, he and another Tusken, K'Sheek, conceived A'Sharad. K'Sheek died shortly thereafter. He is proud to be able to have his son as his Padawan, since it is so rare. He explains that he is leading the Tuskens in battle because the Tuskens are being attacked, poisoned, and otherwise mistreated by settlers. The attack on Anchorhead had been because Anchorhead was the staging area for the attacks, and the Jawas at Machot Steep were distributing black market weapons to the offenders. All of it is being egged on by Jabba, who makes a great amount of profit from the sale of the weapons. Nearby, Aurra Sing informs her employer, Gardulla the Hutt, that the Jedi and Tuskens are open to attack. Back with the Tuskens, Ki tells Hett about the return of the Sith, but Hett is determined to remain on Tatooine. Suddenly, Gardulla's huge force arrives and prepares to attack. Ki, Sharad, and A'Sharad draw their lightsabers. At her observation point, Aurra Sing is attacked by Tuskens, but she easily kills them. She marvels at the situation caused by Jabba the Hutt's greed. Jabba had been a middle-man for arms sales between Dreddon and some Arcanian rebels, and when the rebels were executed before delivery, Jabba got stuck with the weapons, which prompted him to cause the conflict between settlers and Tuskens to recover his losses. Gardulla hired Sing to help track down and destroy the Tuskens, thereby eliminating Jabba's means of profit. The Tuskens are getting the crap blasted out of them when Sharad manages to destroy the enemy airhooks using the Force. Ki and A'Sharad rush onto the scene on a bantha, but the bantha is blasted out from under them by Sing. A'Sharad is hurt and must lean on Ki to walk. Sharad leaps onto Gardulla's skiff and uses his lightsaber to cut a swath through her forces. Suddenly, Jabba the Hutt arrives to "save the day" (i.e. make Gardulla look bad). He was called there by Aurra Sing, who had been hired by Jabba before being hired by Gardulla. (Ah, business.) Sing uses her sniper rifle to shoot Sharad off of Gardulla's skiff. As the Hutt forces leave (since the Tuskens have been decimated by Jabba's goons), Sing squares off with Sharad Hett, reclusive Jedi against failed Jedi (yes, Aurra Sing was once a Padawan). Sing uses the Force to hurl debris at Sharad, distracting him as she skewers him. Ki and A'Sharad arrive and Ki recognizes Aurra Sing as the failed former apprentice of his old friend, the Jedi Master known as the Dark Woman. Before Ki can stop him, A'Sharad lunges at Sing with his lightsaber. It takes all of Ki's persuasiveness to keep him from killing her and falling to the Dark Side. Sing escapes, and Sharad dies of his wound, but not before asking Ki to take A'Sharad as his Padawan learner. Ki agrees to do so, and he and A'Sharad prepare to return to Coruscant.

(***Outlander: The Exile of Sharad Hett***)

- *On Coruscant, A'Sharad Hett is forced to duel the Dark Woman in the Jedi Temple. He proves that he is worthy of being a Jedi, not just a Tusken Raider, as he battles her with both his lightsaber and his father's, referring to the Jedi Code when the Dark Woman tries to tempt him astray. She concludes that he is worthy and apologizes, before hitting him one last time as a reminder that even the most trusted ally can become an enemy. As the other Jedi present head away, Ki-Adi-Mundi an the Dark Woman speak about Aurra Sing. The Dark Woman is continually haunted by her failure with Sing. She vanishes into the night. The Jedi Council then meets and confers on a new urgent matter. Even Piell's world of Lannik had been at war with the Red Iaro (a terrorist organization) for years, but now the sides are suing for peace. Supreme Chancellor Palpatine has asked that*

six of the twelve Jedi Council members go to Malastare, a neutral world, for a peace summit. Ki-Adi-Mundi volunteers upon hearing the request. Piell will go because it is his world. Adi Gallia will go because she owes Piell a debt for saving her parents' lives. Yaddle and Plo Koon then volunteer. As a senior member, Mace Windu also agrees to go. Windu and Eeth Koth then perform the concordance of fealty, where they each give the other back their original lightsaber, which they'd entrusted to each other as a sign of friendship. As the Jedi prepare to leave, Ki heads to the roof to find A'Sharad, who is speaking with Anakin Skywalker. Ki tells A'Sharad to get ready to head for Malastare, and upon hearing the planet's name, Anakin begins telling Ki about the world's podraces. Soon, on Malastare, the final elimination rounds for the Phoebos Memorial Run and Vinta Harvest Classic are held. Among the Podracers are Sebulba (who's home city of Pixelito is one of the passes in the race, and who is, by the way, using Anakin Skywalker's old pod, repainted), Wan Sandage (still having hired Aldar Beedo to kill Sebulba), Aldar Beedo (still trying to carry out Sandage's orders), Elan Mak (still trying to kill Aldar Beedo), and By't Distombe. Sebulba knocks By't out of the race and wins handily, though he still needs to win big in the next day's main event to re-qualify for the Galactic Circuit. Watching the race is one of the three Gran Republic Senators for Malastare, Ak's Moe. He is there consorting with Myk'chur Finux, a Red Iaro terrorist and a Ffib priest. They intend to use the race to divert attention from their dire plans for the peace summit with Even Piell. Along the way, Finux berates Moe about how the Gran culture has subjugated the Dugs on Malastare. As they converse, the Jedi arrive. They are met by the other two Gran Senators, Baskol Yeesrim and Aimlee Teem. On their way to their accommodations, Even Piell and Adi Gallia sense that they are being followed by a Lannik Red Iago terrorist and another Ffib. They lag behind and get the drop on the would-be assassins, just as Ki and A'Sharad come up from behind. The assassins escape, and the Senators send a search after them. Mace Windu realizes, though, that since they got in with weapons, they must have help high in the government or at least in the spaceport (which, of course, is Ak's Moe). When the two assassins report their failure to Moe, he eases the Ffib's fears and assures him that by the next night, all the Jedi will be dead. The night goes on, and the summit begins. The Lannik Prince R'cardo Sooflie IX is totally arrogant and adverse to the peace process, even when his advisor, Hutar Zash, suggests that they hear Even Piell, his old ally. The Red Iaro representatives arrive, including Myk'chur Zug, the Lannik who cost Even his eye years before. Elsewhere, the Vinta Harvest Classic begins. As it goes on, the R'cardo rants and raves, calling an end to the negotiations for the evening. Hutar offers to transport the Jedi in two of his shuttles (taxis, not starcraft). Along the way back to the Jedi's rooms, they fly through an area the Podrace will go through. As the Podracers zip through the area, Huta and his aides reveal themselves to be Red Iaro supporters and that they have explosives strapped to themselves. All of the Jedi escape harm. Mace, Adi, and Even manage to cut their shuttle in half before they are killed, but it leaves them falling from several stories up. The other Jedi push their assailants off the shuttle. As all of the Red Iaro conspirators explode, Adi grabs Even, Even grabs Mace, and Mace saves their lives by grabbing onto one of the supports holding Sebulba's cockpit pod to his left engine . . . and off they go! Sebulba is none too pleased and tries to knock them off several times before Mace loses his grip. Luckily, Adi has a grappler gun that once again attaches them to the podracer. Unfortunately, Aldar Beedo, trying to kill Sebulba, manages to shoot the rope and the Jedi are once again falling . . . right into the other waiting transport, manned by the other Jedi. As they return to safety, Even comments that for Hutar to have joined the Red Iaro and to try to make it look like the prince ordered the Jedi's deaths, the prince must be quite unsavory. Mace declares that they will not turn their allegiances so

easily to the Red Iaro. They Jedi are there for peace—period. At the prince's quarters, Myk'chur and the Ffib priest lead a group of armed Red Iaro forces in to kill the prince, who is to be eaten by akk dogs. He is saved when the Jedi crash through the skylight and attack the Red Iaro. One akk dog is killed (complements of Yaddle) and the other is pacified by Mace. The priest is apprehended, while Myk'chur escapes by jet pack, only to be ripped to shreds in one of Sebulba's pod engines. When Aks Moe arrives, he pretends to be uninvolved, but tells the Jedi that the negotiations are, of course, over, and that they should return to Coruscant. Knowing that the akk dogs are peaceful creatures from his homeworld, and that they are being maliciously sold on the Nar Shaddaa black market, Mace Windu decides to head for Nar Shaddaa to investigate this new injustice. Upon arriving at Nar Shaddaa, Mace finds the barkeep Kyood Vurd and his thugs harassing a local woman named Aunuanna. He moves in to save Aunuanna, only to find more of Vurd's thugs crawling out of the woodwork. Mace is soon joined by Jedi Master Depa Billaba, who is there to assist Mace out of continued gratitude for his bringing her to the Jedi years ago. They send Vurd and his minions packing and speak with Aunuanna, who tells them that another Jedi is there, and from out of the shadows steps the Jedi Quinlan Vos, who, with his Padawan, is supposed to be on Ryloth. He warns Mace that to get to the akk dogs will mean going to the lowest depths of the city. As he vanishes again into the shadows to return to his Padawan and on to Ryloth, he tells the two Council members that he and his Padawan were on Nar Shaddaa tracing a lead, and what they have learned could shake the Galactic Senate. After Vos leaves, Aunuanna tells them that her daughter was taken to be a Jedi. Mace and Depa are clueless as to whom this Jedi might be. They travel to where the old woman has stored an antique swoop. She gives it to the Jedi, who give her some money in return (though she feigns refusal at first). The Jedi head for the lower levels, where the Circus Horrificus is having one of their people, Glamaxon Tvurl, battle akk dogs for sport. As they approach the circus facility, the Jedi are set upon by vrblthers, the demon-like scourge of Nar Shaddaa's nether regions. As the Jedi approach closer to the circus, the vrblthers cause Depa to lose control of the swoop. They are going to crash into the circus. They crash through the dome and find themselves facing Gargon the Hutt (who, by the way, only has half a head). The two Jedi present themselves and their mission, and the Hutts pretend to agree to help obey Republic law. In the stands, Vilmarh "Ville" Grahrk places a badly-worded bet that the Jedi won't last 15 millicycles before being killed. (He was intending to bet that the Jedi would die, not how fast they would die.) The Hutts have Malakili the beast keeper for the Circus open the door that releases three akk dogs into the arena. Mace tries to use the Force to communicate peace to the sentient creatures as is done on Mace's homeworld, but he finds that the criminals have altered the akk dogs' minds. The akk dogs attack, but killing one of the dogs helps keep the other two occupied long enough for the Jedi to leap up to where the Hutts sit. At the same time, Ville is told that "time is up" and he has to run like hell to escape enraged gamblers (including Sebulba, recently arrived from Malastare), who want Ville to pay them for the badly-worded bet. As Ville is having to fight his way out of the mass of people, Mace and Depa subdue the Hutts and Circus' ringmaster. The illegal activities of the Circus Horrificus and their Hutt backers on Nar Shaddaa are over, and the arena will most likely be shut down as well.

(***Emissaries to Malastare***)

- *As Supreme Chancellor Palpatine grows in popularity and the turmoil from the Trade Federation situation dies down, many groups head about their daily travels to Coruscant. One such group ends up on Coruscant's Platform 11-33-D at just the moment when thugs hired by Gordunga attack a scruffy traveler named Pothos. The group fights the thugs off, but Pothos dies. His dying words are to*

*tell the group that the Nova Crystal cannot fall into the hands of Kelth. Curious, the group searches Pothos, discovering a small artifact, presumably the Nova Crystal. But just what the crystal is, where it comes from, or what it can do, will remain a mystery for the foreseeable future.**

(***The Nova Crystal***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *The Outbound Flight Project, on a mission to explore beyond the galaxy, is launched with six Jedi Masters aboard, including the self-proclaimed Master Jorus C'Baoth. Supreme Chancellor Palpatine, for reasons of his own, dispatches 15 Old Republic vessels led by Kinman Doriana to destroy the OFP ship, but the ships instead discover 12 Chiss ships commanded by Mitth'raw'nuruodo and attack them, ending in the destruction of the Republic ships. Of the 15 ships, only one is left intact so that Mitth'raw'nuruodo can interrogate those aboard. Mitth'raw'nuruodo interrogates Doriana and learns the story behind Outbound Flight, deciding to destroy it himself, an act which he carries out two weeks later. The ruling class of the Chiss frown upon this action and soon exile him to a far-off planet, where he will later be discovered by the Empire. (Exact date according to Old Senate Library entry: 4\1\64 P.E.)**

(conjecture based on *Dark Force Rising* and *Vision of the Future*)*

***NOTE: Please bear in mind that the exact date quoted here is Zahn's erroneous dating based on when he believe the Clone Wars took place, and has thus been translated into a corrected date. It is included here for the sake of cross-referencing for those curious. See the "On P.E. Dating" notation above.**

- *With the slow decline of Neimoidian society beginning now that the Trade Federation has lost its franchise, Neimoidian leader Chal Haan writes in his "Encyclical on Historical Greatness" that Neimoidians must rebuild themselves into better beings than they have become, suggesting that they reintegrate themselves into the Duros society that they split off from nearly 25 millennia ago.*

(conjecture based on *The Essential Guide to Alien Species*)

Peril in the Ionosphere (G1 short story: Steve Miller)

Peril in the Ionosphere (G1 short story: Steve Miller)

Starting the Scenario
Aboard the Shuttle
A Routine Trip? Never!
Ending the Scenario

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

Outlander: The Exile of Sharad Hett (comic series: Tim Truman)

Outlander: The Exile of Sharad Hett, Part I (comic: Tim Truman)
Outlander: The Exile of Sharad Hett, Part II (comic: Tim Truman)
Outlander: The Exile of Sharad Hett, Part III (comic: Tim Truman)
Outlander: The Exile of Sharad Hett, Part IV (comic: Tim Truman)
Outlander: The Exile of Sharad Hett, Part V (comic: Tim Truman)
Outlander: The Exile of Sharad Hett, Part VI (comic: Tim Truman)

Emissaries to Malastare (comic series: Tim Truman)

Emissaries to Malastare, Part I (comic: Tim Truman)
Emissaries to Malastare, Part II (comic: Tim Truman)
Emissaries to Malastare, Part III (comic: Tim Truman)
Emissaries to Malastare, Part IV (comic: Tim Truman)
Emissaries to Malastare, Part V (comic: Tim Truman)
Emissaries to Malastare, Part VI (comic: Tim Truman)

The Nova Crystal (GT10 short story: Bill Slavicsek)

The Nova Crystal (GT10 short story: Bill Slavicsek)

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- *Lando Calrissian is born.*

(conjecture based on *The Hutt Gambit*)

- *Matt Turhaya is born on Corellia.*
  (conjecture based on Charlene Newcomb's website)
- *Aves is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Heir to the Empire Sourcebook")
- *Aalia Duu-lang is born.**
  (conjecture based on *Ringers*)*

***NOTE: This assumes that Aalia is 25 in *Ringers*.**

- *Junas Turner is born on Alderaan.**
  (conjecture based on *Escape from Balis-Baurgh*)*

***NOTE: This assumes that the biographical supplement to *Escape from Balis-Baurgh* is written to be concurrent with the story itself. The wording puts that assumption in doubt, so consider this a rough estimate of his birthyear.**

- *Andov Syn is born on Kerest.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *F'quallix is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Fynn Torve is born on Corellia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Heir to the Empire Sourcebook")
- *Borsk Fey'lya is born on Kothlis.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Walex Blissex designs the first Victory-class Star Destroyer.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Imperial Sourcebook")
- *Corlin Quarle Deld colonizes Verkuyl and turns it into a bacta production world under his new company, BactaCo.*
  (conjecture based on *Conflict of Interest*)
- *Neema (da-Boda?) falls to the Dark Side after being misled by a Dark Jedi, Vima. She marries an abusive warlord and is imprisoned when she tries to fight back using the Dark Side. Her mother, Vima-da-Boda comes to her aid, killing the warlord. Vima's guilt and shock lead her to make herself if not blind to the Force, then at least not "on speaking terms" with the Force. Ironically, this losing touch with the Force is the only thing that will save her when Palpatine's Jedi Purge takes place. (Proof that every cloud has a silver lining, right?)*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Aurra Sing arrives on the second moon of Endor, the "forest moon." She has been summoned via the bounty hunters guild (of which she is not a member). There she meets a Ffib priestess. The priestess tells her that her order summoned Sing via Guildmaster Cradossk because they wish for her to hunt a former Jedi Knight, now pirate, named Reess Kairn. Years ago, the Jedi had returned to Ryloth to find his mate cheating on him, and had killed her and her lover. Knowing that the Jedi would hunt him for his turn to the Dark Side, he fled into piracy, becoming addicted to ryll spice. After attacking a Ffib temple, he went into hiding, sending two Shi'ido brothers, shapeshifters who are to appear to be Kairn, into hiding as well. His hope was to keep himself safe by using the other two as decoys. They went between three worlds, one representing liquid (Hoth), one flame (Tatooine) and one sky (Bespin). Sing is to hunt him down and bring him in or kill him, but she may have to go after the two decoys first. She will know the real Kairn by his red, ryll spice-addicted eyes. On Hoth, she finds*

one of the men lording over bio-stim implanted wampas. She kills him, but he is a decoy. On Tatooine, she easily kills another, but he is also a decoy. On Bespin, she battles thanta riders before finally killing the third, only to find that he is a decoy as well. She then realizes that there is another aspect of life—land, which leads her back to Endor. On the moon of Endor, the priestess takes off her Ffib blindfold to reveal red ryll-addicted eyes. Kairn had gone to Balmorra and had his sex, face, and species (at least as far as removal of lukku at least) changed in order to become a priestess to atone for his (now "her") sins. Sing arrives and executes Kairn.

(***The Bounty Hunters: Aurra Sing***)

- *The ecoterrorist group known as the Army of Life has come to Naboo to capture dangerous fauna to introduce into Stend IV's ecosystem. A group looking for work comes into contact with Del Binjitt at Frundle's Cantina and are hired to transport a cargo (the dangerous fauna) to Stend IV. They take the* Majestic Gundark *away from Naboo after nearly being detained by the RSF. Upon arrival at Stend IV, they are confronted by a Gran group led by Jedi Dree-Tekes. The cargo turns out to be clodhoppers ready for an infestation. The Jedi manages to save the colony, while the shippers move on to find another job, which hopefully won't involve a Jedi this time . . .*

(***Operation: Clodhopper***)

- *A group of heroes discovers the long-lost crypt of Saalo Morn, a Dark Side Force-user who once had dreams of creating a new Sith Empire. His spirit has been locked within his crypt since just over 1,000 years after the Sith War, and lies in wait for someone to be his vessel or his apprentice to carry out his dreams. Upon entering the crypt, one of the group's Force-users awakens Saalo Morn though his very presence, and Morn watches them for signs that they could be good apprentices. Upon examining a bas-relief of a helmeted warrior, the warrior in the image springs to life. It is Saalo himself, who disappears shortly after announcing his name and that he is a Dark Lord of the Sith (apparently self-declared), when the heroes attack. With that Guardian Spirit gone, they proceed to the sarcophagus, where another Guardian Spirit awakens to attack them. Saalo lies and tells them that the only way it can be defeated is by calling upon the Dark Side. Upon its defeat, Saalo congratulates them and offers to show them the rest of the way out. In the last room, they find Saalo Morn's sarcophagus, inside which is his body with the Force-imbued helmet he stole from his master. Saalo uses more illusions to make one Force-using hero think the others are dying, and urges him to put on the Force-amplifying helmet to effectively Force-blast their way out (or some other Force-requiring method of escape). It is unknown whether the hero donned the mask, which allowed Saalo to possess him, and the other heroes saved him from the helmet, or if the heroes immediately realized his deception and attacked Saalo and his helmet, but in the end, the helmet is destroyed, breaking Saalo's last ties to the physical world, and sending his spirit into the afterlife, or oblivion, whichever truly comes next. One more Sith Lord's spirit is gone.*

(***The Crypt of Saalo Morn***)

- *Naboo has become a highly frequented world for tourism and honeymooners, and the Otoh Gunga Challenge bongo race is another crowd pleaser. As the lake commences, Neb Neb Goodrow and Spleed Nukkels, both despised by fellow racer Squidfella Quiglee and other who believe they race too recklessly, make a good showing, until Squidfella begins to slam into Spleed. To recover from the encounter, Spleed and Neb Neb both try the same maneuver to gain the lead, only to end up crashing spectacularly, both ejecting to the surface. Afterwards, Neb Neb and Spleed speak with Cova Burmoose, who tells them he is revoking their licenses. They plead their case in the face of false charges and get a temporary suspension instead, while they do a favor for Boss Nass. The favor*

turns out to be helping fix Boss Nass' heyblibber, which is at Lob Dizz's lab. Also heading to the lab is Major Fassa, currently on leave, who brings a message from Boss Nass after discussing the decline of civility in tourists. Upon arrival, Fassa gives Lob the message, which sends Lob to help on a fake emergency. The message was sent by Squidfella, who has returned to take revenge and "justice" on Neb Neb and Spleed. He fires a torpedo at the lab, but Fassa, Neb Neb, and Spleed make it out in Nass' bongo in time. They use the craft's superior capabilities to knock out Squidfella's, allowing for his capture. After the incident, Neb Neb and Spleed get their licenses back, and Nass expects great tourist traffic from their heroic exploits and their spectacular crash in the race. Captain Tarpals is saddened by the news and asks Nass to consider posting signs to get rude tourists to behave. Nass says he'll think about it. In the meantime, Neb Neb and Spleed have racing to do. In their next race, they'll end up crashing again, but the crowds, as always, love a good crash.

(***Deep Spoilers***)

- *A damaged vessel arrives at Horn Station, piloted by a human rock miner with a strange rifle that has its regular parts, plus three canisters attached to the top (making it look like a Super-Soaker watergun). In a local cantina, the stuttering, meek human is accosted by an alien named Kerlo. The alien goes for his blaster, but the human manages to whip out his rifle and blasts Kerlo with amazing sped. Another alien, a Rodian, comes to tell the human that he must now duel Shoto Eyefire, the local crime boss. It seems that Shoto, who is a great fastdraw shooter, has run out of opponents and now arranges to battle visitors with fastdraw skills. The contest is held in an auditorium at Shoto's palace, but Shoto arrives wearing blast armor. The word is given to begin, and the human brings around the rifle, blasting Shoto's blaster out of his hand and blasting both of Shoto's knees before he can fire. The human takes the first canister from his rifle and opens it to reveal a green-bladed lightsaber, which he uses to fend off blasts from Shoto's goons. The second canister is removed to reveal a grenade which the human uses to bring down the auditorium's glass paneling After stunning the other goons, the human uses the third canister as a shaped charge and blows up the majority of the palace. The people rejoice at the downfall of Shoto, and the Jedi (who appears to be Obi-Wan Kenobi) leaves the planet, his mission accomplished.**

(***Incident at Horn Station***)*

***NOTE: Whether or not this is Obi-Wan Kenobi is in question. One long-time SWT reader, Jeremy Crist, has also suggested it might be Neeja Halcyon. The story doesn't say anything definite.**

- *The Metatheran Cartel grows in power in secret on Cularin, but their presence is uncovered by Cularin heroes.*

(***Eye of the Sun: Cularin Presence***)

- *The Metatheran Cartel begins eliminating its enemies on Cularin. The people of Cularin slowly begin to fight against the cartel.*

(***Eye of the Sun: Resistance Within***)

- *The Metatheran Cartel settles down on Cularin, taking a heavy-hand with the locals, who make a somewhat successful attempt to break some of the cartel's power on the world.*

(***Eye of the Sun: Revelation***)

- *A group of Cularin system heroes experiences adventure on Tolea Biqua, encountering Rodians, tunnel racing, and more.*

(***Price of Business***)

- *Nirama hires a group of Cularin heroes to help discover a threat from within his own ranks.*

(***Between the Worlds: TopWorld***)

- *Nirama hires a group of Cularin heroes to help discover the leader of a splinter adversary group, the Cell.*

(***Between the Worlds: MidWorld***)

- *Still needing to take out his adversaries, Nirama sends a group of Cularin heroes into action on his behalf.*

(***Between the Worlds: UnderWorld***)

- *Fesvk Wefos sends a group of heroes to find a missing scientist the Rorkee resort.*

(***Clouds of Genarius: Head in the Clouds***)

- *Fesvk Wefos sends a group of heroes to find Depatar in the City of Masks.*

(***Clouds of Genarius: Clouded Paths***)

- *Civil War is barely averted on the floating cities of Genarius.*

(***Clouds of Genarius: Into the Storm Clouds***)

- *Investigators look into a strange rock that has crashed off Greentree Pointe on the moon of Doruuma, after bits of debris plague tourists.*

(***Broken Orbits: Doruuma***)

- *Work on Uffel shuts down while investigators look into strange storm debris and apparent sabotage.*

(***Broken Orbits: Uffel***)

- *An unmaned spacecraft falls from the orbit of Tilnes, the Cularin mining moon, bringing other falling debris to the attention of the underground residents.*

(***Broken Orbits: Tilnes***)

- *On Nar Shaddaa, Jedi Knight Quinlan Vos is caught in a raging fire, high above the streets. He is suffering from artificially-induced amnesia and does not recall his name, the Jedi Knights, or what has become of his lightsaber and Padawan, Aayla. He escapes the flames only to be attacked by bounty hunters. He leaps to safety and meets Vilmarh Ghahrk (Ville), who says he'll help Quinlan escape. They* do *escape, and in the process, Quinlan's Jedi reflexes help him to defend himself, even if he can't consciously count on his Jedi training. Unfortunately, after he and Ville escape, Quinlan is then held at blaster-point by Ville. Ville had lost big on his earlier bet against Mace Windu and Depa Billaba and now owes a lot of money. He took up a bet to kill Quinlan, since the underground folks on Nar Shaddaa know of his amnesia, but Quinlan keeps him from carrying out Quinlan's. Two other potential killers enter with Quinlan's lightsaber and that of Aayla, pretending to be Jedi there to take Quinlan home. Ville blows their cover and Quinlan kills them, reclaiming the lightsabers. With his lightsaber in hand, Quinlan has a rush of memories. He remembers Mace Windu, Aayla, Twi'leks, Ryloth, Glitteryll, and his own name. As he prepares to go find Aayla, Ville makes a new bet. He needs a bigger payoff, so he goes for longer odds. He bets that Quinlan will survive, and if he loses that bet, Ville also dies. It is now in Ville's best interests that Quinlan survive, so the two set out as a team to find Aayla and get to the bottom of what is going on. Using physical contact with his and Aayla's lightsabers as a guide, Quinlan pulls images from the Force. He sees Bib Fortuna, Ryloth, his home clan, the phrase glitteryll, and more. He determines that Fortuna must be on Nar Shaddaa, so he and Ville rush off to find him. Upon discovering Fortuna, Fortuna won't talk and presumes that Quinlan, as a Jedi, won't rough him up. Of course, Quinlan knows nothing of how to be a Jedi anymore, so he tosses Fortuna around a bit before they have to escape, knowing only that Fortuna is not working for Jabba on this, but someone high up on Coruscant. They race to Ville's ship (well, it's not Ville's anymore, thanks to a bet), the* Inferno *and essentially hijack it, once Quinlan makes Ville promise to return it to its current owner and pay to buy it back after their mission is over. Ville reluctantly agrees. They escape and head for Kiffu, Quinlan's homeworld (determined by NT, the* Inferno*'s droid intelligence). On Kiffu, Quinlan meets with his great aunt, the Sheyf of the Guardians, Tinte. She rants a bit about how it was wrong for him to leave, but promises the family's support in his efforts. She also warns him that she senses the Dark Side around him. Back on the* Inferno*, Ville receives a transmission from his cousin, Holmar Grahrk, who promises great*

rewards if Ville will help him capture Quinlan for a bounty. Arriving on Ryloth, Quinlan and Ville are met by Quinlan's old lover, Asante Vos. She takes Quinlan to se Aayla's uncle, Pol Secura, while Ville is met by Holmar regarding the capture of Quinlan. Quinlan talks with Asante and Pol about how he and Aayla had some seeking glitterryll, but Pol tells them that they found nothing and went onward to Kessel. Pol says that he will give Quinlan the room they stayed in last time, so he can try to take feelings from it. Pol soon confers with a mysterious benefactor (probably Sidious) and is told to kill Quinlan. In the room (which is not *the one it should be), Quinlan and Asante talk about his missing past and she suggests that perhaps he's blocking his own memories. He saw a vision of a person shooting Aayla. Perhaps it was him, and he is blocking out how he turned to the Dark Side. Ville contacts him, sending him into Holmar's ambush, but Ville saves Quinlan by killing his cousin. He simply set his cousin up to take a fall and now has a big wager on them making it off of Ryloth alive. They head for the spice mines to see what they can learn of what happened with Aayla and encounter spiders native to Kessel (and the production of glitterstim) inside the ryll mines. (This is how they are making the hybrid drug.) They battle and defeat several spiders, but then Asante shows up and wounds Quinlan. She's preparing to kill him. It turns out that she is part of the glitteryll operation. She was the person who shot Aayla. And it was she and her associates that gave Quinlan enough glitteryll to wipe out his memories, just as they also seem to have done with Aayla, wherever she might be. She and Pol had been told to kill the Jedi, but they thought that wiping their memories would have the same results, yet save their old friends' lives. Suddenly, a spider attacks and kills Asante, before Ville kills it to save Quinlan. Now, Quinlan has a name . . . it's time to go pay another visit to Pol Secura. He and Ville burst into where Pol is dealing with his slave girls. Quinlan faces him and tells him that he knows the truth. Pol admits that Aayla has had her memory wiped as well, and she is now one of the slave girls! Quinlan speaks to her, but she has absolutely no memory of anything other than her name. Pol tells him that her memory had kept returning so she was given more and more of the drug to cleanse her mind. Quinlan threatens to kill Pol if he doesn't reveal the name of his patron. When Pol refuses, Quinlan brushes the Dark Side and uses Force lightning on him. Pol relents and tells Quinlan that the patron is Chom Frey Kaa in the Senate, but Quinlan keeps on frying him. This forces Aayla to save her uncle, instinctively Force-pushing both of the men toward an overhang. Quinlan catches himself to keep from falling, but Pol falls to his death. Aayla runs away in fear and guilt. Quinlan wants to go after her, but Ville refuses to allow him to follow when they both know Aayla does not want him there. Ville and Quinlan head for Coruscant to face Senator Kaa and are contacted en route by Mace Windu, who asks Quinlan to come back to the Jedi Temple and receive retraining. Quinlan refuses to return until he has his revenge on Kaa. Arriving at one of Ville's havens on Coruscant, Quinlan is ready to go after Kaa, but Ville stuns him. When he awakens, he is bound in a room with Kaa, Ville, and two Neimoidian Trade Federation battle droids. Kaa lets slip that it was Ville who took the spider eggs from Kessel to Ryloth for the conspirators and was even the person who took Quinlan from Ryloth to Nar Shaddaa after his mind was wiped. Ville has now brought Quinlan to Kaa and received his bounty. Knowing he now has his credits, Ville turns a 180 and frees Quinlan, fighting with him to capture Kaa. Before Quinlan can kill Kaa, Mace Windu arrives. The two duel until Mace gets it through Quinlan's head that killing Kaa, and killing Mace to* get *to Kaa, is not the Jedi way. Quinlan agrees to return for retraining, and Mace agrees to have the Jedi Council send for Aayla to begin her retraining as well. Elsewhere, Darth Sidious, the man behind Kaa, knows that Quinlan's actions have cost him, but now that Quinlan has taken his first steps into the Dark Side, perhaps someday Quinlan will make a powerful ally to the Dark Lords of the Sith . . .*

(***Twilight***)

- *At the planet Ova, an arriving vessel is destroyed when the planet seems to vanish, with it's interior seeming to become a void, sucking the planet and the vessel into oblivion. Shortly thereafter, the Jedi Council sends Jedi Knight Quinlan Vos, still recovering from recent events, to the planet Dathomir. The planet is ruled by Dathomirian Witches, female descendants of Jedi Knights who had been stranded on the world generations ago. The planet is seeped in the Dark Side, making it a dangerous place for Quinlan, but Saesee Tiin has faith in his assignment. Quinlan arrives and is taken as a slave of a group of the witches, as per his plan. He is hoping to get close to the Star Temple, where the witches are carrying out excavation. Ova had a similar temple, which, before it vanished, had pointed to the temple on Dathomir as the main one. What this all means, Quinlan does not yet know, but is determined to discover. Quinlan makes a Givin friend, Yag Shushin among the slaves, and acts as a typical slave, even in the presence of Matriarch Zalem. His first night, as the witches drink and torment their uglier member, Ros Lai, a second group of witches attacks, coming to raid for male slaves. Quinlan fights to stop the invaders, knowing he needs to stay with the first group's excavation. The invaders are soundly defeated (then executed) when one of the first group appears with a subterine (a laser mining vehicle), created from Yag's old ship. Yag then explains that the witches are looking for an ancient chamber beneath the temple. Knowing now that the witches had their chance to take a working vessel off-planet, Quinlan realizes that whatever is in or below the temple must be infinitely more important to the witches than mere freedom. Later, the witches try to dig into the Star Temple from underground, sending a guardian wuffa to the surface, where it attacks the slaves. Quinlan allows himself to be swallowed, then uses his lightsaber to kill the creature. This makes him appear worthy to Zalem, so she transfers him to taking care of the captive Kwi. Before he heads to his new post, he sees Los Lai (thought dead), tormented by Vonya. Back on Coruscant, Mace Windu and Saesee Tiin discuss Dathomir. They now understand that the Kwi on Dathomir are degenerate descendants of the Kwa, and elder species that traveled the universe via Infinity Gates. The Star Temples were created to protect the gates from outside influence. The use of one of these devices caused the destruction at Ova. Back on Dathomir, Quinlan understands that the witches are cutting the paws from the Kwi in order to use them to activate Kwa-imprinted consoles to operate Stare Temple technology. Quinlan and Yag decide to break from captivity, steal back Yag's old ship, and stop the witches. They engage in a scuffle with the other slaves at the Kwi cages, killing them and freeing the Kwi. One of the Kwi uses psychometry to communicate with Quinlan, showing him the creation of the Star Temples and how they are booby trapped, which is why the witches are trying to enter from the unguarded lower areas. As the Kwi escapes, Quinlan sees Ros Lai again and follows her, falling into a trap himself. Ros Lai has led him to his doom, or so she thinks. He Force leaps out of the trap and follows Ros Lai, who uses Dark Side magic to change from her previous "Hunchback of Dathomir" look into a strong, healthy, witch. She speaks with her dead father (Zalem's former mate) through the Force, saying that she will be the instrument of Zalem's destruction. Quinlan offers to join forces with her, but she refuses, telling him that she doesn't wish to stop the witches, but let them succeed, then kill Zalem and take over for himself. Quinlan cannot let her do it, but she cannot let him stop her. She begins to choke Quinlan with the Dark Side. Vonya then appears, seeing Ros for the first time as her true self. After Ros kills Leela, Vonya prepares to kill Ros with a Dark Side whirlwind, but Quinlan saves her, hoping for an ally in stopping Zalem. Ros Lai still does not agree to help him, though. Vonya reports the situation to Zalem, even as Quinlan is reminded again that he is to be the guardian of the Star Chamber. Quinlan is attacked and captured by Nightsisters, who bring him before*

Zalem. They put artery worms in him that will kill him without Nightsister blood, , but Yag and Ros arrive to save him in Yag's old ship. They escape with Quinlan in the ship, using Ros' blood in a potion to save his life. It may be all for naught, though, as the Nightsisters are hot on their tail, firing torpedoes. Quinlan and Ros manage to cause the torpedoes to explode prematurely, leaving the Nightsisters to assume they are dead. Moments later, the Nightsisters enter the Star Temple and its Stellar Control Station. Yag pilots them in hot pursuit, but they are blasted by Vonya in her vessel. Yag takes the bulk of the explosion, dying, but saving the others. Quinlan takes the controls and blasts Vonya out of the sky. In the Control Station, Zalem makes a Kwi activate the controls. Zalem wants to wipe out the Jedi, so she makes Coruscant her first target. As the weapon's shockwave hurtles toward Coruscant, to accomplish devastation that Zalem calls "Infinity's End," Mace Windu and Saesee Tiin can only look on in horror. At the Star Temple, Ros brings Quinlan in as a captive to prove her loyalty to Zalem. To prove her loyalty, she kills Quinlan, or so it seems. She turns on her mother, as expected, killing her, even as the real Quinlan (the dead one was a Nightsister illusion) is surrounded by the other Nightsisters, now loyal to Ros. Quinlan is forced to duel Ros, but manages to make it to the control panel, which recognizes Quinlan as its guardian. Security beams stun all of the Nightsisters, ending with Ros. Quinlan calls the shockwave back, sending it on a course for the Control Station itself. Quinlan takes Ros and escapes just as the wave destroys the Stellar Control Station. Later, on Coruscant, Quinlan meets with Tiin and Windu, who ask why he saved Ros Lai. Quinlan answers that somewhere inside her, he can sense the Light Side, the Force within them all.

(***Infinity's End***)

- *Gar-Oth and his battle droids invade the planet of Princess Lourdes, killing her father and many others. Gar-Oth begins plans to solidify his control on the world, but his mystics foresee that someone will come soon to challenge his dominion.*

  (conjecture based on *Starcrash*)
- *Jedi Padawan Yoshi Raph-Elan is promoted to Jedi Knight.*

  (conjecture based on *Starcrash*)
- *Turran Lonarr comes to Kashyyyk and set up his business, Temporary Droids.*

  (conjecture based on *Kashyyyk in Flames*)
- *Newly promoted Jedi Knight Yoshi Raph-Elan is attacked by unknown vessels near the world recently subjugated by Gar-Oth. Yoshi is forced to crash land then escape before the vessel detonates. He walks to the nearest town, where battle droids are harassing citizens in the name of Gar-Oth. Yoshi steps in to help one, but his lightsaber was damaged during the crash. He narrowly beats one with a shovel, and then uses the downed droid to get information about Gar-Oth's castle. He sneaks into the castle and discovers beautiful Princess Lourdes, who is about to be forced to marry Gar-Oth to give his reign legitimacy. Yoshi goes with her to meet Gar-Oth, who insists they be wed immediately. Yoshi steps in and says that* he *is her husband, prompting Gar-Oth to attack him. Under royal law, the one who survives such a fight may marry her. No living being may help either side . . . but that doesn't exclude Gar-Oth's battle droids. Gar-Oth unveils a huge droid, the Goliath, and controls it telepathically to attack Yoshi. While Yoshi deals with the Goliath, Princess Lourdes, trained in swordplay by her late father, goes after Gar-Oth. She is nearly choked to death, but manages to kill Gar-Oth with her blade, even as Yoshi uses the Goliath's own circuitry to activate his damaged lightsaber and cut out its controls. The Goliath falls, taking out Gar-Oth's other droids. The day is won. Yoshi believes he may be the Foreseen, the person Gar-Oth's mystics said would come to destroy him, but the Foreseen can only be a woman. The princess was the Foreseen the entire time. She wishes Yoshi well and asks him to come back to her someday. A short time later, other Jedi arrive and take Yoshi back to Coruscant.*

(***Starcrash***)

- *On Tatooine, Vilmarh "Ville" Grahrk is owed money by Watto. For payment, he takes two pit droids from Watto, but Watto is glad to see the misbehaving droids go. Ville takes a job from Princess Miaria Prrt of Felacat, who needs a ride to her homeworld. Ville takes her, and tries to put the moves on her, but she has warned him to keep from long hyperspace jumps. It seems that long jumps cause her species to become tense, at which time they transform from humanoid into tiger-like creatures. The pit droids misbehave and disable hyperdrive controls, causing them to stay in too long, and Miaria to become a beast. She nearly kills Ville before he disables the pit droids and locks her up in an escape pod, ejecting her. He then tractors the pod to Felacat, where he turns her over to her family, but the family says that talk of money causes them to be tense, so he is forced to leave without any payment. Yet another great Ville day.*

(***Bad Business***)

The Bounty Hunters (comic series: Tim Truman & Mark Schultz & Randy Stradley)

Aurra Sing (comic: Tim Truman)
- Hoth (Liquid)
- Tatooine (Flame)
- Bespin (Sky)
- Endor (Land)

Operation: Clodhopper (www.wizards.com RPG: Cory J. Herndon)

Operation: Clodhopper (www.wizards.com RPG: Cory J. Herndon)
- Introduction
- Rendezvous at Frundle's
- Docking Fees
- Accelerated Departure
- Showdown at Stend IV
- What's Next?

The Crypt of Saalo Morn (www.wizards.com RPG: J.D. Wiker)

The Crypt of Saalo Morn (www.wizards.com RPG: J.D. Wiker)
- Introduction
- Entry Hall
- Crypt
- Grand Vault
- The Vault of Saalo Morn

Deep Spoilers (G4 short story: Ryder Windham)

Deep Spoilers (G4 short story: Ryder Windham)

Incident at Horn Station (SWT2 short story: Dan Jolley)

Incident at Horn Station (SWT2 short story: Dan Jolley)

The Living Force Campaign (RPGA: Morrie Mullins & Lee Pickler & Jason Nichols)

Eye of the Sun (RPGA: Morrie Mullins)
- Culari Presence (RPGA: Morrie Mullins)
- Resistance Within (RPGA: Morrie Mullins)
- Revelation (RPGA: Morrie Mullins)

Price of Business (RPGA: Lee Pickler)

Between the Worlds (RPGA: Morrie Mullins)
- TopWorld (RPGA: Morrie Mullins)
- MidWorld (RPGA: Morrie Mullins)
- UnderWorld (RPGA: Morrie Mullins)

Clouds of Genarius (RPGA: Jason Nichols & Morrie Mullins)
- Head in the Clouds (RPGA: Jason Nichols)
- Clouded Paths (RPGA: Jason Nichols & Morrie Mullins)
- Into the Storm Clouds (RPGA: Jason Nichols & Morrie Mullins)

Broken Orbits (RPGA: Michael Webster & Morrie Mullins)
Doruuma (RPGA: Michael Webster)
Uffel (RPGA: Michael Webster)
Tilnes (RPGA: Michael Webster & Morrie Mullins)
Oblivion's Kiss (RPGA: August Hahn)
Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)
Twilight (comic series: John Ostrander)
Twilight, Part I (comic: John Ostrander)
Twilight, Part II (comic: John Ostrander)
Twilight, Part III (comic: John Ostrander)
Twilight, Part IV (comic: John Ostrander)
Infinity's End (comic series: Pat Mills)
Infinity's End, Part I (comic: Pat Mills)
Infinity's End, Part II (comic: Pat Mills)
Infinity's End, Part III (comic: Pat Mills)
Infinity's End, Part IV (comic: Pat Mills)
Star Crash (comic: Doug Petrie)
Bad Business (SWT8 short story: John Ostrander)
Bad Business (SWT8 short story: John Ostrander)

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- *Anii Degarienne is born on Corellia.*
  (conjecture based on Charlene Newcomb's website)
- *Ughok Snorg is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Black Jack is born.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #3)
- *Kaj Nedmak is born.*
  (conjecture based on *Crimson Bounty*)
- *Jor Idrall is born on Ryloth.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Gen Tiraan is born on Chandrila.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Malak is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Sires Vant is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Syal Antilles, daughter of Jagged and Zena, is born on Corellia.*
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Masquerade")
- *Morna Faenarm is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *Padra is born.*
  (conjecture based on *The Paradise Snare*)

- *Amaiza and Jodelle Foxtrain, twins, are born on Ord Mantell.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: This assumes Amaiza is 30 at the time of the defeat of the Cloud Riders on Aduba-3.**

- *Jaxxon the Lepi is born on Coachelle Prime.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: This assumes Jaxxon is 30 at the time of the defeat of the Cloud Riders on Aduba-3.**

- *Jad Winger dies while serving in the military.*
  (conjecture based on Charlene Newcomb's website)
- *Una and Drogue Poot arrive on Machenry Station on the run from Ord Serga officials. Shortly thereafter, Drogue is killed. Una will later remarry to an engineer and they would rechristen the station Silver Station.**
  (conjecture based on *To Fight Another Day*)*

***NOTE: I know that the second marriage is said to take place a while later than this, but since that could be anywhere within several decades, I just mention it here in passing.**

- *The Tyia philosophy first enters culture on Revyia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *The last of the Parents dies on Dagobah.*
  (conjecture based on *Galaxy of Fear: The Hunger*)
- *The last Lant Mining Corporation mine closes in the Demar system.*
  (conjecture based on *Flashpoint: Brak Sector*)
- *Tyrix enters Imperial service.*
  (conjecture based on *No Disintegrations, Please*)
- *When Dane's parents die, Dane turns over their property to debt-collectors and travels to nearby Keren on Naboo to volunteer for the Security Forces. She quickly begins training with the queen's handmaidens.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Dane, found on the Wizards of the Coast website)
- *Adi Gallia and her Padawan, Siri Tachi, have a disagreement. Adi cuts Siri loose without reocmmending to the Jedi Council that she be made a full Jedi Knight. Siri leaves the Jedi Order and wanders the galaxy for a while, eventually joining Krayn's pirates under the name Zora. This is all a cover, however. In actuality, Siri has been sent by the Jedi Council to infiltrate and help take down Krayn's operation.**
  (conjecture based on *Jedi Quest: Path to Truth*)*

***NOTE: The comic says that this all takes place one year before the story, but the book suggests that it takes place two years before the story, with almost a year between Siri leaving and finally getting into Krayn's organization. Due to its extra details, I tend to believe the book.**

- *The mother of Preela Dorat (AKA the wife of Chel Dorat) dies. Preela will be raised by servants and droids while her father is away on naval duty.**
  (conjecture based on *Loyalties*)*

***NOTE: This assumes that *Loyalties* takes place the year of ANH and that Preela being "in her thirties" can be rounded to say that she is 35 years old in *Loyalties.* This then further assumes that her mother dying when she was "very young" can be rounded to when she was five.**

- *The Jedi Council sends the Jedi Knight Vergere, former Padawan to Thracia Cho Leem, to investigate the intrusion of an unknown spacefaring species into the Gardaji region. She is also given the incidental assignment to see if she can locate the planet Zonama Sekot, which was said to be home to amazing spacefaring vessels, but which, at least according to all Republic knowledge, was merely a legend. On her mission, she finds Zonama Sekot and reports back that it is a forest covered world of tree-like beings and hidden factories. Shortly thereafter, Vergere manages to end hostilities between the "Far Outsiders" (the invaders, who appear to be, most likely, the Yuuzhan Vong) by agreeing to leave with them and study their ways.*
  (conjecture based on *Rogue Planet*)

- *Noa crash lands his starship on the forest moon of Endor. His co-pilot Salak leaves in search of something to power the ship, but he is captured by King Terak and his marauders soon later, and killed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *Kadann, a former Jedi who had strayed from the Light Side and discovered a special vision-intensive bond with the Dark Side is found by a man named Jedgar. Jedgar had been a gifted Force-seer at the Jedi Temple, but was not taken as a Padawan. He had been sent into the Agri-Corps at thirteen, and had run away to study the Force, specifically the Dark Side, on his own. His visions have led him to Kadann, and Kadann takes him as an apprentice.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")*

***NOTE: I place this here to give Jedgar 5 years under Kadann before the Prophets of the Dark Side are formed.**

- *On Coruscant, Jedi Knights Peerce, J'Mikel, and J'Mikel's Padawan (Xiann Amersu) are on the tail of Aurra Sing. They come across a slain group of security officers, which is missing one man. Peerce soon finds the man tied up, but is ambushed by Aurra. Aurra kills him and claims his lightsaber, even as J'Mikel and Xiann arrive. They find Peerce's body set on display for them and are also ambushed by Aurra. Aurra duels J'Mikel, who is finally slain. Aurra chooses to spare Xiann so that she can one day become a Jedi, whom Aurra will then slay. The traumatized Padawan is taken to be treated medically (if not psychologically), and the matter is brought before the Jedi Council. While her origins after training are unknown to the Jedi, they do know that Aurra was once the Padawan of the Dark Woman. The Dark Woman, who was called before the Council, wishes to pursue Aurra, but the Council refuses. Instead, they send Ki-Adi-Mundi, A'Sharad Hett, and Adi Gallia, even though A'Sharad has a possible score to settle with Aurra. Soon, on Talas, Aurra meets with two Quarren (whom she almost kills when they test her with droidekas and she mistakes it as a true attack). The Quarren are Tallet and Lekket, formerly of Mon Calamari. At one time, they were partners with Senator Tikkes in business. Tikkes was taking money from the business for his campaign for the Senate and had then turned over records of his partners' former dealings with the Hutts, which prompted the Republic Guard to raid the business. When this happened, a Jedi was part of the invading team and a stray blaster bolt that the Jedi blocked ruptured a fuel cell, which caused fuel to sear Tallet's flesh, forcing restoration through bacta and cybernetics. The Quarren wish revenge on Tikkes and the Jedi, whom they reveal to have been the Dark Woman, Aurra's former master. The Quarren tell her that the Dark Woman is already investigating on an unclaimed world nearby, where they have also lured Tikkes, who will arrive the next day. Aurra leaves to prepare, but is pursued in her ship by Ki and the other Jedi in their ship. Aurra covertly slips out of her ship in a small fighter craft, though, and attacks the Jedi vessel, seemingly destroying it before Ki, A'Sharad, and Adi can escape. As Aurra races to the target planet, she misses seeing a late-blasting, highly-damaged escape pod being launched from the exploding craft. Inside, all three Jedi are safe, but only the appearance of Tikkes' vessel in the system manages to save them from a slow death Aboard Tikkes ship, Tikkes is highly anxious about having the Jedi aboard. He tries to get the Jedi off ASAP, so he orders the ship to a Jedi outpost, but the Jedi will hear nothing of delaying Tikkes further. Thus, when Tikkes' vessel finally arrives on the target planet (where the Dark Woman is brooding about not being allowed to go after Aurra, and where Aurra has just arrived, pretending her ship is part of a meteor shower), the Jedi are with him. Shortly after setting out from the ship, the Quarren and Jedi discover a series of traps. Above, they recognize the Dark Woman, who is surprised to see the Jedi. Before they can clear up any misunderstandings, one of the Quarren shoots the Dark Woman. As Ki attempts*

to catch a glimpse of her to see if she is still alive, Aurra arrives on her swoop, her blaster rifle pointed straight at the Jedi. Adi slams Aurra off her swoop with a huge rock. While she is down for a moment, Ki goes after the Dark Woman, Adi prepares to go after Aurra, and A'Sharad is sent into the ship to protect Tikkes and his party. Adi finds the swoop set to explode and barely survives the explosion. Ki finds the Dark Woman, wounded but alive, and they regroup with the wounded Adi and know that the target must be the ship, where Aurra has already made her way inside and confronted A'Sharad. A'Sharad fights with his lightsaber and his fathers, fighting off both Sing and the Dark Side's call for revenge for his father. In the battle, Aurra reveals that Ki-Adi-Mundi once taught her for a while as well (presumably before she was taken as the Dark Woman's Padawan). Aurra disarms him and nearly kills him before he grabs a pipe and gives her a bash across the head. Aurra is down for the count. A'Sharad exits to meet the others and tells Ki that the vengeance he felt makes him doubt his own ability to be true to the Force, so he wishes to be freed of his vows and to return to Tatooine. The Dark Woman, who knows a thing or two about inner demons, asks him to stay with the Jedi, and says that she will take over from Ki as A'Sharad's Jedi Master. They all prepare to leave, but a fire storm provides just enough cover for Aurra to escape. Instead of pursuing her, the Jedi do their duty and get Tikkes to safety. Aurra Sing has been defeated, but remains at large, and a new era in the lives of A'Sharad Hett (now with a new master), the Dark Woman (now with a new Padawan), and Ki-Adi-Mundi (now without a Padawan) has begun.

(***The Hunt for Aurra Sing***)

- *While meditating at the Jedi Temple on Coruscant, Quinlan Vos is approached by Xiann Amersu, whose master, J'Mikel, was recently killed by Aurra Sing. Xiann had become a Jedi thanks to Aayla Secura, Quinlan's former Padawan, and she wants to speak with him. She talks to Quinlan about how his deeds with Aayla inspired her, and also of how Aayla came to her upon hearing of another Twi'lek-in-training and gave her a Heart of Fire from Quinlan's homeworld. Aayla now wishes to give it to Quinlan. Upon doing so, Quinlan receives visions, basically reliving his time with Aayla, filling in some gaps in his memories. A grateful Quinlan now feels a bit closer to his lost Padawan.*

(***Heart of Fire***)

- *Above Kiffex, the Guardians of Kiffu shoot down a blaster-running ship, but not before it can release an escape pod down to the surface of the prison world, bearing Aayla Secura, Quinlan Vos' former Padawan, who now seeks revenge upon Quinlan for the death of her uncle. She follows the Force through what little memory of the Force she has to a huge temple, where she heeds the call of Volfe Karkko, a Jedi (or Dark Jedi) who is currently in stasis. She releases him . . . On Coruscant, the Jedi Council (and Quinlan) are contacted by Sheyf Tinte of Kiffu, who says that the prison complex on Kiffex has been decimated by unknown attackers. She wishes Quinlan to go and use his psychometric heritage to lift imprints from the compound to discover what happened. The Jedi Council is not sure about sending him, given how close Quinlan walks to the Dark Side, but he is sent anyway, ostensibly to check out a disturbance in the force (Karkko, of course). Quinlan is released onto Kiffex and quickly senses that the compound was attacked by Anzati. The Anzati are still there and attack him, but he is saved when another Jedi enters to fight at his side (the same Jedi seen in the shadows as Quinlan was given permission to go). After the battle, the Jedi reveals himself to be Tholme, the Jedi Master to whom Quinlan was a Padawan, although Quinlan still has no memory of this. They open a storage area to find our favorite Devaronian, Vilmarh "Ville" Grarhk. Quinlan attacks him because he now has been told of the action of Ville that had led to Micah Giett's death years earlier, which he was not aware of at their last meeting. Tholme stops Quinlan, and Ville*

tells them he was there looking for blasters to run to the prisoners, but things went bad when the Anzati came. As they leave before more Anzati can come, Quinlan asks just why Tholme is on Kiffex. It is revealed that Tholme is there under orders from the Jedi Council to keep an eye on Quinlan. They make their way to the prison and are shot at under orders from Gorto Draga, but make their way inside and make the guards forget the Jedi were with Ville. While Ville finds a cloak for Quinlan, Tholme tells Quinlan that the major problem he has now is that part of becoming a Jedi is recognizing and facing your greatest fear so that it cannot be a key for the Dark Side to claim you, but since Quinlan lost his memory, he must now face that fear again. When he touches the Clan Vos emblem that once belonged to his mother, he relives his parents' deaths at the hands of Anzati. He has done this before, just after his parents were killed, when Tinte forced him to touch the emblem to identify their murderers. Tholme reveals how Quinlan first came to be trained under him and how the trauma from first reliving his parents' death forced Tholme to take him to Coruscant for full training. Both wonder why it was that Tinte, who obviously had him relive the deaths the first time to make him useless to the Jedi, would want him to be on Kiffex now. On Coruscant, a holocron has activated on its own, revealing a great danger to Quinlan, but by this time, there is no way to contact him. Meanwhile, Ville and the Jedi enter the Black Hole cantina in the town of Deadend. Inside, blind Jedi Zao has acted as a cook for the Aqualish Zaga. When Zaga gets angry and tries to kill Zao, Quinlan and Tholme step in, taking out Zaga's guards. Outside, though, a greater evil approaches: demonic creatures sent by Volfe Karkko and led by Aayla Secura . . . (To be continued as more issues are released . . .)

(***Darkness***)

- *A group of adventurers are hired by two Twi'lek nobles, Jer and Gelune Blankuna, to find their son, Ree. Unbeknownst to the group, Jer works for the Desilijic clan of Hutts. Ree is, in fact, not their son, but a young Podracer working for Kaeline Ungasan, a Corporate Sector Authority employee who has been privately moving his own little mining and Podracing operation on Ando Prime into economic areas dominated by the Hutts. Jer is assuming that they can capture Ree and use him to expose and thereby ruin Ungasan. The group, oblivious to all of this, heads for Tatooine, where Ree was seen recently and had participated in the Boonta Eve Classic the year before. After saving a Dug named Benkudi from CSA agents, Benkudi tells them that Ree has gone to Ando Prime, where Ungasan is using Podraces (which cut into Hutt profits) to cover scans for valuable substances to mine (which also would encroach on some Hutt enterprises). Once on Ando Prime, the group discovers Ree hiding on the Podrace "track." He reveals that he knows nothing of Jer Blankuna, and the group begins to piece the story together just as Ungasan and a bodyguard arrive. Ree leaps to join them and a firefight ensues, which is soon joined by Hutt agents sent by the Desilijic clan and CSA thugs. In the end, the group is relatively unscathed. With the help of a salvaged mineral scanner they purchase from a nomadic Talid, the group has enough evidence to put Ungasan away, and then head off to receive their pay from the Blankunas . . . whom they discover have vanished, relocated by the Hutts. On the up side, Sumda and Jylle Tend, a very nice family of humans from Alderaan, have bought the Blankunas' lovely orbiting home. I guess that's not all bad.**

(***Snow Job***)*

***NOTE: I include this story at 30 BSW4 because we are told it takes place in the Rise of the Empire RPG era, but also that Ree participated in a Boonta Eve classic about a year before the adventure. Since he was not part of the 32 BSW4 race, we must assume at least another Boonta Eve Classic during 31 BSW4 has passed, placing this story in 30 BSW4 at the earliest.**

- *Upon arriving on Kashyyyk, a group of visitors are met by K-27, a protocol droid. They see a building on fire and race in, saving Urrurrowo, who tells them it was the work of flame beetles. Upon investigating with Wookiee firefighter*

Rruurrfhurra, they discover evidence that maintenance droids may have been involved. Later, Rruurrfhurra is found dead, and, after being interrogated for possible involvement, the heroes discover their ship surrounded by droids. After saving their ship from the droids, which bore flame beetles, the heroes trace the droids back to their source, Temporary Droids, which is owned by Turren Lonarr, a human who is working with Trandoshan saboteurs. They track down Turren and stop him and the Trandoshans, but only after nearly being killed when Turren threatens to release a compound to bring the beetles right to them. Kashyyyk is safe from engineered flame beetle attacks for now.

(***Kashyyyk in Flames***)

- *The Clone Wars begin.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook" and *Vision of the Future*)*

***NOTE: I wish Lucas would just make the Clone Wars on film and be done with it! Okay, this one is to be taken with a grain of salt, like anything else intertwined with the Prequel Trilogy era. The Clone Wars have been used as background in Zahn's novels since the character of Jorus (and Joruus) C'Baoth was (were) created. The dating that Zahn used in the *Thrawn Trilogy* was, he admits, off, but then he reworded some of it in *Vision of the Future* which almost seamlessly fixed the continuity error. So, now he says that he's set up with the time frame that Lucasfilm approved him to use as the time of the Clone Wars. Well, Lucas says that he's going to have something about the Clone Wars (or at least *some* of the Clone Wars) in *Attack of the Clones*. If we assume that Lucasfilm *knew* this when they gave Zahn the new dates for *Vision of the Future*, we can only surmise that the Clone Wars are, as the name implies, a series of wars, and that these wars *start* shortly after (but apparently at least two years after) *Star Wars: Episode I*--"The Phantom Menace" and simply continue to break out every few years up to and including 22 BSW4, the time when *Attack of the Clones* takes place. For the moment, all we can do is speculate and assume, so I'm leaving this item in here until it is overwritten by Canon.**

- *As the Clone Wars begin, Neeja Halcyon leaves for battle, leaving his wife, child, and partner behind.*

  (conjecture based on *I, Jedi*)

- *Charting missions to the Tingel Arm cease with the outbreak of the Clone Wars.*

  (conjecture based on *Hero's Trial*)

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

The Hunt for Aurra Sing (comic series: Tim Truman)

The Hunt for Aurra Sing, Part I (comic: Tim Truman)
The Hunt for Aurra Sing, Part II (comic: Tim Truman)
The Hunt for Aurra Sing, Part III (comic: Tim Truman)
The Hunt for Aurra Sing, Part IV (comic: Tim Truman)

Heart of Fire (DHE short stories: John Ostrander)

Heart of Fire, Part I (DHE35 short story: John Ostrander)
Heart of Fire, Part II (DHE35 short story: John Ostrander)
Heart of Fire, Part III (DHE35 short story: John Ostrander)

Star Wars [continued] (comic series: Peet Janes & Jan Strnad & Tim Truman & John Ostrander & Pat Mills & Doug Petrie)

Darkness (comic series: John Ostrander)

Darkness, Part I (comic series: John Ostrander)
Darkness, Part II (comic series: John Ostrander)
Darkness, Part III (comic series: John Ostrander) [forthcoming]
Darkness, Part IV (comic series: John Ostrander) [forthcoming]

The Stark Hyperspace War [continued] (comic series: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part I [continued] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part II [continued] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part III [continued] (comic: John Ostrander) [forthcoming]

The Stark Hyperspace War, Part IV [continued] (comic: John Ostrander) [forthcoming]

Snow Job (G2 short story: Daniel Kaufman)*

Snow Job (G2 short story: Daniel Kaufman)*

Adventure Background
Arriving on Tatooine
Ando Prime
Juaka Canyon
Wrapping Things Up

***NOTE: I include this story at 30 BSW4 because we are told it takes place in the Rise of the Empire RPG era, but also that Ree participated in a Boonta Eve classic about a year before the adventure. Since he was not part of the 32 BSW4 race, we must assume at least another Boonta Eve Classic during 31 BSW4 has passed, placing this story in 30 BSW4 at the earliest.**

Kashyyyk in Flames (G4 short story: J. D. Wiker)

Kashyyyk in Flames (G4 short story: J. D. Wiker)

Arrival on Kashyyyk
An Introduction to Kashyyyk
A Mystery Blaze
Aftermath of the Emergency
The Investigation
Signs of Foul Play
Trouble in the Air
Firm Evidence
Suspicions Confirmed
Final Confrontation
An Insidious Device

29 BSW4

- *Han Solo is born to Jonash Solo on Corellia.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Soontir Fel is born on Corellia.*
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Blood and Honor—'The Making of Baron Fel'")
- *Fenig is born. She will later be taken in by Jett Nabon and take his last name as her own.*
  (conjecture based on *A Credit for Your Thoughts*)
- *Nell Wenn is born on Deysum III.*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *Par'tah is born on Moltok.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Heir to the Empire Sourcebook")
- *Semmin Mandel is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Fragments from the Rim")
- *Kerri Lessev is born on Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Morrina Reugus is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Ander Rendrake is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Putten Beatus is born.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos Eisley")

- *Covell is born on Corulag.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Bren Derlin is born.**
  (conjecture based on age of actor John Ratzenberger at the time *The Empire Strikes Back* was filmed)*

NOTE: I hate having to base entries on the ages of actors who played characters, but, I found an old *Star Wars Insider* that had John Ratzenberger's age in it, and I decided to toss it in here, if only to remind me to keep an eye out for any SW Universe age information. Consider it a temporary entry until/unless I find an age for the character in lieu of the actor.*

- *Parc Winger dies while in the military.*
  (conjecture based on Charlene Newcomb's website)
- *After a year with the queen's handmaidens, Dane requests transfer to another force. She is made a customs security officer.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Dane, found on the Wizards of the Coast website)
- *Dirneele's contract as a dancer is to come due this year.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Living Force Campaign Guide")
- *Toba decides to leave Iron Cesta Flight instead of taking command of it when the offer is made. He purchases a small freighter and R5-R5 and begins work as an independent shipper and smuggler.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Toba, found on the Wizards of the Coast website)
- *Yoda and Mace Windu express their doubts that Anakin Skywalker is ready to take on his first true mission with Obi-Wan Kenobi. The basis for their argument is Anakin's lack of discipline, but Obi-Wan disagrees.*
  (conjecture based on *Deceptions*)
- *Twelve years after the hearing that exonerated Obi-Wan Kenobi in the death of Bruck Chun just a year after Bruck's death, Obi-Wan Kenobi is now the Jedi Knight training young Anakin Skywalker. Recently, the families of people aboard the nomadic vessel known as the* BioCruiser *have petitioned the Senate for an inspection of the ship, fearing their loved ones are being brainwashed. This matter has fallen to the Jedi, and even though the Jedi Council do not believe Anakin is ready for a true mission, they send Obi-Wan and Anakin as observers (not technically on a mission) to the* BioCruiser*. They travel to Hilo to rendezvous with the* BioCruiser *with Obi-Wan's old friend Jedi Knight Garen Muln. Upon arrival, Garen waits for them on a nearby world while Obi-Wan and Anakin are made to wait, and wait, and wait, hoping to finally get a meeting with the leader of the* BioCruiser*'s populace, Uni. When they finally get in to see him, though, Obi-Wan is shocked. The man known as Uni is none other than Kad Chun, Bruck Chun's younger brother, who swore to never forgive Obi-Wan for Bruck's death. Kad seems to have changed, but still holds a grudge. As does his father, Vox, whom they shortly run into on their way out. Obi-Wan, though, keeps the reason for their hatred to himself until he realizes that telling Anakin might help make their bond stronger. On their inspection of the ship, they soon run into Ardra, who joined when she saw Telos going down the tubes again. She tells them that she and Den ended up getting married, and he is on board as well. They soon run into Den, who is suspicious of Uni, or more specifically of Vox. He tells them that each time the ship goes to a planet, which isn't often, Vox always leaves, and he has been seen with the tech worker Kern who is always the one who tells them that there's a problem that require repairs on a planet, even when no repairs*

really need to be done, allowing Vox off. They go to speak with Kern, and get an idea that he may not be what he seems. Obi-Wan has the Jedi recordkeeper Tnani Ikon, look for info on him, specifically asking her to look into no-names, like the one Qui-Gon Jinn encountered on Centax 2. In the meantime, Den had gotten them Kern's text-doc and some other files to check their suspicions, and his activities become known to security, who blame Obi-Wan and Anakin. They are taken before Kad/Uni. They are confined to their quarters, but Den soon breaks them out, and Garen is signaled to arrive soon to pick them up, as per Uni's orders that they depart at once. Tnani soon lets Obi-Wan known that Kern is, in fact, someone who died eight years earlier, and who was a no-name. They search Vox's quarters and aside from knowing that there's a large treasury aboard that Vox might be trying to get at, they discover that the ship's "accidental" stops are all charted in advance by Vox. They take a holorecorder and meet up with Garen, who slips away with them when he arrives. They break the holorecorder's encryption by using the password UniFy. A notation about a "broken circle" caused them to realize that Vox is still working for Offworld, just that Offworld has gone underground, under different names, thereby being still able to rape and pillage the planet Telos, but without being named as the culprit. They also discover that Offworld ships will soon be surrounding the ship, based on a fake distress call that will be sent as a result of another faked emergency reported by Kern. As a result of the "emergency," the ship will be evacuated, allowing Offworld to claim its technology and its treasury, furthering Vox's enrichment and empowerment. They bring the information to Kad, but Vox protests until the Offworld cruisers appear, proving the betrayal. Kad knew nothing of this, and knows now that his father was behind this scheme and the sabotage of the Jedi vessels while they were on Coruscant for the hearing about Bruck twelve years earlier. But what does that mean about Kern? They race to the docking bay and find Kern, who is apparently striking out on his own, despite being paid by Vox or Offworld or both, and stealing the treasury. Kern (whom Obi-Wan recognizes now as the same man who had become "Tarrence Chenati" during the Centax 2 crisis), having sabotaged the BioCruiser*, kills Vox (who is given his son's forgiveness) and escapes in a pod. As Garen and Anakin take vessels into space to fight off the Offworld forces, Obi-Wan and Kad race to save the* BioCruiser *or to get it to Tentrix before the ship is doomed. Obi-Wan takes out droid invaders, while Anakin and Garen defeat the Offworld ships. The outside threat gone, Kad gets the* BioCrusier *heading for Tentrix. The ship is nearly doomed when droids enter the bridge, seeking to take it over and kill both Obi-Wan and Kad, but Obi-Wan saves Kad's life, allowing him to keep piloting. The ship reaches Tentrix safely. The crisis averted, Kad and Obi-Wan forgive themselves and each other for the hated of each other from the past, and Garen leaves to chase down Kern, who escaped with blueprints for the* BioCruiser*'s advanced technology. No one quite knows who might've been giving Kern his orders if he really was only pretending to be truly working for Offworld, but perhaps they will someday learn. As for Anakin, he's had his first mission, but he knows that he's different from other Padawans, and he hopes that somehow he will be able to form the type of bond with Obi-Wan that Obi-Wan had with Qui-Gon. Only time will tell.**

(***Deceptions***)*

***NOTE: In this story, Anakin wonders if the mission to the *BioCruiser* is his first real mission. Given that the events on Zonama Sekot in *Rogue Planet* certainly appear to be a mission, I place Anakin's adventure "at twelve-and-a-half years old" here. This locking of the date also managed to complete re-arrange dates for all *Jedi Apprentice* books beyond *The Mark of the Crown*, but that's for LFL to sort out. I've done the best I can.**

- *In the garbage pits beneath the streets of Coruscant, Jedi Padawan Anakin Skywalker prepares to participate in an illegal garbage pit race. He is taunted by a Blood Carver who knows far too much about him, and who then tries to kill him. Obi-Wan Kenobi arrives to recover his Padawan and ends up joining Anakin in*

fending off the Blood Carver, whom Obi-Wan wounds. After reprimanding Anakin himself, Obi-Wan takes Anakin with him back to the Jedi Temple. Elsewhere on Coruscant, Raith Sienar, head of Sienar Systems, meets with his old friend, Republic Outland Regions Security Force Commander Wilhuf Tarkin. Supreme Chancellor Palpatine has finally forced a stand-down over the Battle of Naboo, which has forced the Trade Federation to begin disbanding its forces and integrating them into Republic forces under Senate control. In this state of busy affairs, Tarkin has come to Sienar to discuss a mutually beneficial deal. Tarkin is among those who believe that humans are the future of the galaxy, and he is apparently being controlled (or at least given his orders by) very powerful, mysterious, individuals (most likely from Palpatine as Darth Sidious). Among his orders are to keep tabs on the Jedi and discourage any increase in their power. As the two men speak, Sienar, hoping to distract Tarkin's line of conversation, shows Tarkin the designs for what appears to be a moon-sized battle station with two smaller orbs orbiting it. Tarkin likes the idea. They continue talking about working together for Tarkin's benefactors, while, elsewhere, Mace Windu dresses down Obi-Wan and Anakin for the garbage pit incident. Master Thracia Cho Leem enters and works against Mace in the discussion, but shows Anakin that his major error is that he totally forgot that the Blood Carver seemed to indicate a conspiracy against the Jedi. To fill Anakin's need for adventure in order to grow, Thracia asks that Anakin and Obi-Wan be assigned to go to the Gardaji system. A year earlier, Thracia's former apprentice, Vergere, had gone to the system to investigate the intrusion of an unknown spacefaring species into the area and to attempt to find the legendary planet Zonama Sekot, where great ships are said to be built. A short time after finding the planet, Vergere's communiqués to the Jedi ceased. Obi-Wan and Anakin are to travel there to seek Vergere and possibly procure one of their amazing ships. The two set out aboard Charza Kwinn's YT-1150, the Star Sea Flower*, not knowing that the ship is of interest to Tarkin and Sienar, who are plotting to have Sienar go to Zonama Sekot and gain a ship to gain political favor for the men. Tarkin and the Blood Carver who attacked Anakin, Ke Daiv, visit Sienar who gives them the tracking codes for the* Star Sea Flower*, which his company retrofitted. Shortly thereafter, Sienar shows Tarkin a Sekotan ship he came into possession of a while before. The men are anxious to get their hands on another. Sienar is given command of a squadron including his ship, the* Admiral Korvin *under Captain Kett, and is sent, with Ke Daiv, to follow the* Star Sea Flower*. At Zonama Sekot, Anakin and Obi-Wan have arrived. They express their desire for a Sekotan ship and are told how great a responsibility it is. They present their willingness to go through trials (and their riches for payment) and are taken to Middle Distance by Gann, who explains to them that the planet is Zonama, but the great symbiosis of life on the world is Sekot. Soon, they meet Sheekla Farrs, who guides them through their introduction to Sekot and into a room where they meet various potential seed-partners. The seeds attach to the Jedi. Three attack to Obi-Wan, but an amazing thirteen attack to Anakin. They will be able to use so many seeds to make an awesome ship. Back on the* Admiral Korvin*, Sienar has begun to make strides in taking the mission over from Tarkin's shadow, and turns Ke Daiv to his influence. Back on Zonama Sekot, Obi-Wan and Anakin are excited, but distressed. Sheekla has mentioned the Potentium, an obscure and rejected offshoot of the Jedi Order, and Anakin senses a coming wave of trial for him. They go to meet the Magister, who appears in an illusory form with various illusory family members around. He wants to ensure that the Jedi are worthy of the honor and responsibility of a ship, and when he is pleased, he sends them away. The Jedi soon go to see Shappa Farrs, who will shape the Jedi's ship, which will be bonded to Anakin. They then meet Jabitha, daughter of the Magister, who will take them to the Jentari, the final ship-builders. Above Zonama Sekot, Raith Sienar sends Ke Daiv to the surface to*

request a ship, using a protocol droid that was with the Sekotan ship he had gotten earlier from thieves. On the planet, Anakin and Obi-Wan go to the Jentari, where the Jentari forge the seed-partners, who have grown and changed through each stage, into an exquisite Sekotan vessel. Above, Sienar learns that Ke Daiv has had his ship request rejected and sends Tarkin a message about his taking control of the mission, disrupting Tarkin's use of Sienar as a simple pawn. A short time later, Tarkin's hidden programming in the squadron's droids sends a wave of droid starfighters down to the planet, attacking the ship-building areas. In the attack, which Sienar did not *want, Obi-Wan is injured, and Anakin and Jabitha end up held hostage aboard the new Sekotan vessel by Ke Daiv. Ke Daiv orders them into the air. In space, Tarkin arrives with his own vessels, and Captain Kett informs Sienar that he is under arrest. Tarkin then arrives and takes Sienar back to his own command ship,* Rim Merchant Einem*. On the planet, Shappa and Obi-Wan take off in chase of Anakin, Jabitha, and Ke Daiv. On the way to catch them, Shappa confirms Obi-Wan's beliefs that Vergere is no longer on the planet (she left with the Far Outsiders whose invasion Vergere was sent to investigate), and that a follower of the Potentium, Leor, was the first Magister. Obi-Wan also believes the current "Magister" is deceased, killed in the Far Outsider attack, but operating as some form of illusion now. Aboard the* Einem*, Tarkin berates Sienar for his earlier actions and orders a full-scale attack on the world to take ships. One of their first targets will be Kwinn's returning* Star Sea Flower*, called by Obi-Wan. Aboard the Sekotan ship, Anakin tries to talk Ke Daiv into letting them go, but fails. Suddenly, a vision of Vergere, held within the ship (since some of the seed-partners had previously bonded with Vergere), appears and tells Anakin that she has left with the Far Outsiders to learn their secrets, for they are a far more formidable threat than anything ever seen before. (This is most likely a Yuuzhan Vong force.) In need of fuel, Anakin sets the ship down where the Magister's home was earlier . . . but all that is there is a blasted hulk. It appears it was destroyed, and the Magister killed, with the Far Outsider attack, and all else had been an illusion. As Tarkin's forces become more active around them, Anakin tries talking to Ke Daiv again, but Ke Daiv only continues threatening him and Jabitha. Anakin's rage builds and he cannot control it. He lashes out with the Dark Side and hits Ke Daiv with a force so hard that he dies shortly thereafter in Anakin's arms. Elsewhere, Obi-Wan is heading for the Magister's home as well. Anakin and Jabitha enter the home, where Jabitha mourns her father and Anakin makes contact with the "soul," so to speak, of a new entity—the consciousness of the entire planet, Sekot. Sekot tells Anakin that the first Magister believed him to be the Potentium of the galaxy, when he was only the essence of the creatures on Zonama. As Jabitha and Anakin leave, they are captured, along with the ship, by Tarkin and Sienar. As the Sekotan ship and Anakin (Jabitha has been left behind) are transported in a small carrier up to where the* Einem *awaits, Obi-Wan, having found Ke Daiv's body and becoming even more worried over Anakin, boards the* Star Sea Flower*, which then gives chase. The* Star Sea Flower *attaches to the carrier ship and burns into it, letting Obi-Wan in to free Anakin and escape in the Sekotan ship. Kwinn also sets an explosive on the carrier, which goes off as it nears the* Einem*, destroying the carrier and damaging the larger vessel, though Sienar and Tarkin escape in a pod. Anakin and Obi-Wan make it back to the planet, but are then told that the entire planet is about to escape, via gigantic hyperdrive engines. They make it off of the planet in their ship as the planet vanishes into hyperspace. They head for Seline, an outpost world, and call the Jedi for assistance. Their ship, named the* Jabitha*, is dying. After the ship passes on, Anakin is in desperate need of support and healing. Thracia Cho Leem arrives and provides just that. Anakin has explored some of his darker side and realized that it is difficult to control. Now he once again deals with loss. The trails of Anakin Skywalker are just beginning.*

(***Rogue Planet***)

- *Production of Sekotan ships on Zonama Sekot ends.*
  (conjecture based on *Rogue Planet*)
- *Wilhuf Tarkin and Raith Sienar get their crippled fleet back to Coruscant after the battle over Zonama Sekot.*
  (conjecture based on *Rogue Planet*)
- *Uridia, in the process of being strip-mined for uridium, experiences an explosion which destroys nearly 30% of the moon's matter. The moon is subsequently abandoned until the Ando Project begins during Imperial reign.*
  (conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, paraphrased)
- *Wilhuf Tarkin redeems himself before Supreme Chancellor Palpatine by showing him secrete plans for a moon-sized battle station. (These are the plans originally conceived by Raith Sienar, but Sienar does not dispute Tarkin's actions. He has a bad feeling about the plans.)*
  (conjecture based on *Rogue Planet*)
- *Several months after counseling Anakin Skywalker after the Zonama Sekot ordeal, Jedi Master Thracia Cho Leem leaves the Jedi Order.*
  (conjecture based on *Rogue Planet*)
- *Siri Tachi, former Jedi Padawan, joins up with the pirate/slaver Krayn and takes the name Zora (in an effort to infiltrate the group for the Jedi Council).*
  (conjecture based on *Jedi Quest: Path to Truth*)

Jedi Apprentice: Special Edition [continued] (youth novel series: Jude Watson)

Deceptions [continued] (youth novel: Jude Watson)

Chapters 11 – 23

Rogue Planet (novel: Greg Bear)

Rogue Planet (novel: Greg Bear)

Chapters 1 – 66

Coda

28 BSW4

- *Halla Ettyk is born on Alderaan.*
  (conjecture based on *The Krytos Trap*)
- *Bria Tharen, daughter of Renn and Sera, is born on Corellia.*
  (conjecture based on *The Paradise Snare*)
- *Quayce is born.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Roy Harlison is born.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Laerron Woern is born on Elom.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Boddu Bocck is born on Commenor.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #2)
- *Dawson is born on Tynna.*
  (conjecture based on *The Great Herdship Heist*)
- *Vimran Trell is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Tandra Marelle is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel

Operatives")

- *Bendoli Ballow-Reese is born.*
  (conjecture based on *Vector Prime*)
- *Mol Hedron is born on Swarquen.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Bom Vimdin is born on Riflor.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Qan Gindoch is born on Tralfin.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Yarr Gatonne is born on Bonadan.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Xizor becomes Prince of Black Sun. His previous position as Vigo is filled by Perit. Along with the changes coming with Xizor's reign, he makes Green, a human, a Vigo.**
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")*

***NOTE: I place this here to give Xizor time to build power over the years, but to allow for the mentioned confusion to take place for about five years before he takes over Lex's position.**

- *Obi-Wan Kenobi takes Anakin Skywalker to Ilum to get Ilum crystals to build his first real lightsaber. (Until now he has used a training one.) While inside a Force-imbued cave, Obi-Wan is forced to relive the memory of Qui-Gon Jinn's death, and to look into his own fears of faiing his Master by failing to train Anakin well. Anakin gathers crystals and faces a vision of Darth Maul, taunting him toward the Dark Side. During the vision, Maul tosses Anakin a lightsaber . . . and when the vision is over, the lightsaber remains. Anakin has built it, guided by the Force, and perhaps the Dark Side vision. The two Jedi are called to the Jedi Temple on Coruscant for a new mission. Supreme Chancellor Palpatine is also present while the Jedi Council tells them that they are to go help keep a Colicoid ship save from the pirate Krayn. Hopefully, a Jedi presense will act as a deterrant, but when Obi-Wan senses Anakin's need to confront Krayn (based on memories of his mother in terror that he had buried six years earlier, but the cave had resurrected), he almost calls off the mission, but agrees, against his better judgement. Once aboard the Colicoid ship, they are soon attacked by Krayn anyway, and both Jedi manage to take a small shuttle to infiltrate Krayn's ship in hopes of disabling it and saving the Colicoid vessel. Once aboard, they find slaves being held, but cannot free them at the moment. They disable the ship's weapons, but are confronted by Krayn's right-hand-woman, Zora. Obi-Wan knows she is actually his old friend Siri Tachi, whom he believes abandoned and betrayed the Jedi. Before he can truly confront her, he is forced to launch in their escape craft, leaving Anakin, who has shown that he wishes to kill Krayn, behind. Obi-Wan returns to Coruscant and talks to Didi and Astri Oddo, then their contact Gogol, and learns that Krayn is basically in charge of the slave trade and spice manufacturing factories on Nar Shaddaa, which should be led by the moon's ruler, Aga Culpa, but he's struck a protection deal with Krayn. The Colicoids, on the other hand, control spice mining on Kessel. The Colicoids and Krayn are in league together to create a monopoly of the spice trade, using slaves from Krayn's monopoly of spice slaves. Aga Culpa gains as Nar Shaddaa becomes richer. Obi-Wan goes to the Jedi Council and confronts them with his susspicion that Siri hasn't betrayed the Jedi. The Council confirms this, telling him that she was "disgraced" in order to allow her to infiltrate Krayn's operation to help take it down. The Council grants Obi-Wan's request to join her on Nar Shaddaa. On Nar Shaddaa, Anakin has again been made a slave, but his identity has been*

*protected by Siri. He still believes Siri is a traitor, though. Anakin makes a friend in fellow slave Mazie, whose daughter, Berri, is also a slave. Meanwhile, Obi-Wan, under the guise of slave trader Bakleeda, is allowed to visit Nar Shaddaa as an "independent observer" for the Colicoids. Upon arrival, he is nearly killed by Krayn's Wookiee companion, Rashtah, but he kills the brute. Elsewhere, Anakin learns that Mazie and Berri were captured from Tatooine ten years earlier, and they knew Hala, Amee's captured mother, and confirms that she was killed to set an example. Anakin vows to escape and destroy Krayn. Siri takes him aside for a bit, but he confronts her about betraying the Jedi, which Krayn overhears. Both are imprisoned in the same cell, but while in the cell, they form a plan. Anakin will work with Mazie and Berri to stage a slave revolt while Siri goes to Aga Culpa to convince him that Krayn is losing control of the slaves, which will be aided by the revolt as evidence, to get Culpa to tell his guards not to stop the revolt. She will then go to the Colicoids to convince them that they can be better off without Krayn, which will leave him abandoned. When Berri brings them their food, they send her off to get their ligthsabers. When she returns, the two break out. Anakin works with Mazie to set up the revolt. Siri goes to Aga Culpa and he agrees to tell his guards to back off. Siri then meets with Colicoid leader Nor Fik, even as Fik was meeting with "Bakleeda." When the revolt begins with a bang, the Colicoids see Siri's point. Obi-Wan recognizes Siri and the two reunite, heading to the slave areas. They know that Krayn will try to escape and race to his landing platform. Anakin has beat them there, though, and is confronting Krayn. With a look of hatred, and drawing most likely upon his anger than a sense of real justice, Anakin strikes Krayn down. In the wake of the battle, the slaves are freed, and the Colicoids, part of the Republic, take full control of Nar Shaddaa, which allows the Republic to move into the spice factories to rebuild Nar Shaddaa, which may just be another part in Supreme Chancellor Palpatine's (or should I say Darth Sidious'?) moves for more power. Siri is welcomed back into the Jedi, and they all return for home, but once again Obi-Wan has seen Anakin treading dangerously close to the Dark Side.**

(***Jedi Quest: Path to Truth*** and ***Jedi Quest***)*

***NOTE: This reflects events in both the novel and the comic, which detail the same story. Both are Official.**

Jedi Quest (comic series: Ryder Windham)

Jedi Quest, Part I (comic: Ryder Windham)
Jedi Quest, Part II (comic: Ryder Windham) [forthcoming]
Jedi Quest, Part III (comic: Ryder Windham) [forthcoming]
Jedi Quest, Part IV (comic: Ryder Windham) [forthcoming]

Jedi Quest: Path to Truth [continued] (youth novel: Jude Watson)

Jedi Quest: Path to Truth [continued] (youth novel: Jude Watson)

Chapters 1 – 20
Epilogue

27 BSW4

- *Motti is born.*
  (conjecture based on actor's (Richard Le Parmentier's) age at the time *A New Hope* was filmed)
- *"Chance" Chanceller is born on Corellia.*
  (conjecture based on *Mission to Zila*)
- *Slar-dan Ti Gardi is born on Ryloth.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *Sarin Virgilio is born on Masterra.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")

- *Pratari Cinn is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Samire Mandel is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Fragments from the Rim")
- *Resik is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Fulkrehm Protial is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Palpatine's agents trap Seti Ashgad I and trap him on Nam Chorios. Soon thereafter, Ashgad displaces Beldorion the Hutt as the planet's ruler.*
  (conjecture based on *Planet of Twilight*)
- *Gallandro becomes a hitman.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook")
- *After just under three years with the Customs Security forces on Naboo, Dane leaves to become a soldier of fortune.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Dane, found on the Wizards of the Coast website)
- *Braithe Winger dies while serving in the military.*
  (conjecture based on Charlene Newcomb's website)
- *Han Solo is recruited by Garris Shrike. Shrike takes Han aboard, promising that if he is a good worker, someday Shrike will reveal his last name to him. (To be continued below . . .)*
  (***The Paradise Snare***)

The Han Solo Trilogy (novel trilogy: A. C. Crispin)

The Paradise Snare (novel: A. C. Crispin)

Ylesian Dreams [flashback]

26 BSW4

- *Daala is born.*
  (conjecture based on *Planet of Twilight*)
- *Nakaron is born.**
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)*

***NOTE: The actual entry says that at the time of *Wanted by Cracken*, Nakaron was 30 – 35 years old. I just split the difference to 33.**

- *Aimi Loto is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Adion Lang is born.*
  (conjecture based on *A Certain Point of View*)
- *Ytavarg Aleema is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *Reginna Bel Typolla is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")

- *Shamus Falconi is born.**
  (conjecture based on the *Lumrunners*)*

***NOTE: This assumes that Falconi was a smuggler for about 5 years before *Lumrunners* and that the short story takes place around SW4.**

- *Yeorg Captison is elected Bakuran Senator.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Tork Winger enters politics.*
  (conjecture based on Charlene Newcomb's website)
- *Lord Galen Panos takes on the role of High Lord of House Reena.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Tem Chesko's health begins failing. Millie, his droid who has fallen in love with him, takes care of him on their long journey home . . . (To be continued below . . .)*
  (***Tales from Mos Eisley: Mostly Automatic***)
- *The* Freedom's Messenger *causes confusion at the Battle of Ord Torrenze, allowing Republic forces to win the day. However, in the battle, the ship is highly damaged. The ship, with its crew dying from radiation poisoning, goes down, and will remain unsalvaged until the Galactic Empire's military build-up.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")*

***NOTE: For this entry, I'm assuming that the transfer of the *Freedom's Messenger* from diplomatic to military duties "when darker times fell on the Old Republic" took place around 32 BSW4, that the "Empire's military build-up" when the ship was recovered took place around 20 BSW4, and that I can simply split the difference and assume that six years was spent battling and six years passed before recovery. Fair enough?**

Tales from Mos Eisley (comic: Bruce Jones)

Tales From Mos Eisley (comic: Bruce Jones)
Mostly Automatic [flashback]

25 BSW4

- *Bracsk is born on Baros.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Morteos is born on Nar Bo Sholla.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Greldo Farnor is born on Belnar.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Drolen Antig is born.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Barthalemew Windslow is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Flindor Tekkirl is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Tav Breil'ya is born on Kothlis.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Dash Rendar is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Shadows of the Empire

Sourcebook")

- *Bryce Agoris is born on Alderaan.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #6)
- *Stevan Makintay is born on Hargeeva.*
  (conjecture based on *Firepower*)
- *Venra Andsof is born.*
  (conjecture based on *Welcome to the Jungle*)
- *Milac Troper joins the Diplomatic Corps.*
  (conjecture based on *Welcome to the Jungle*)
- *Dayla and Hereven Kev are rescued from their jungle world by two Wookiee outlaws, Fahraark and Friyahrr. Instead of selling them into slavery, the Wookiees end up partnering with the Kevs in a small safari outfitting and wilderness guide company.*
  (conjecture based on *Welcome to the Jungle*)
- *Platt Okeefe will later find a services directory for all 4,527 luxury hotels on Spira during this period, while cleaning out the hold of the* Last Chance.*
  (conjecture based on *Smuggler's Log* supplement in *The Official Star Wars Adventure Journal* #5)*

***NOTE: This assumes that the *Smuggler's Log* entries are set about a year after ROTJ, which is derived from Platt's mention of the Pentastar Alignment in *The Official Star Wars Adventure Journal* #5's *Smuggler's Log*.**

- *According to what little rumors exist about Boba Fett's past, Jaster Mereel is banished from Concord Dawn after being convicted of murdering a fellow Protector (who richly deserved it) and goes to Mandalore, where he takes on the name Boba Fett as a Mandalorian Supercommando. (To be continued below . . .)**
  (***The Last One Standing: The Tale of Boba Fett*** and conjecture based on *Classic Star Wars: A Long Time Ago…*--"The Search Begins")*

***NOTE: I say this is a rumor based on the fact that Fett's story will apparently be told in *Attack of the Clones* or *Episode III*. This is only one of the many rumors about Fett, as he is also rumored to have been born only nine years before this entry (if he's 12 in *AOTC*) or fifteen years before this entry (based on early ESB cards).**

- *Mongei Shai of the Yuuzhan Vong enters the galaxy and begins surveying and transmitting to his superiors from Bimmiel. He would later die, with his remains being buried by sandstorms.*
  (conjecture based on *Onslaught*)
- *Rostek Horn begins preserving Hal Horn's Jedi heritage for his posterity by storing Jedi knowledge in the genetic structure of flowers.*
  (conjecture based on *I, Jedi*)
- *Around this time, the idea of individual planetery security forces for worlds begins to lose support, and the security forces weaken.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *The planet Isis, a world outside the fringe of the Republic, is found and explored by Alderaanian scouts. Several native life forms are found and contacted, including a nomadic crystalline people called the Gutretees. Bail Organa, at this time the First Chairman, decides to keep information about this world secret, known only to his political allies – sensing this world could become an important ace in the hole in this time of growing turmoil.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Isis Coordinates" via *TimeTales*, verbatim)
- *Darth Sidious makes contact with Kadann, a former Jedi who had strayed from the Light Side and discovered a special vision-intensive bond with the Dark Side. Sidious (Palpatine) offers Kadann the chance to serve him with his visions. Kadann is made Supreme Prophet of the Dark Side and surrounded by other Dark*

*Side adepts. This group, which included Jedgar, becomes known as the Prophets of the Dark Side and sets up bases on Coruscant and Bosthirda. Over time, Kadann also comes to take over the care of Azrakel, a Force-sensitive youth who was experimented upon by Palpatine. He helps forge Azrakel into a great warrior, but Azrakel grows to hate Kadann as much as Palpatine over the years. **

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")*

***NOTE: I place this here to give internal politics time to cause the "Blackhole" situation listed at 20 BSW4.**

- *Roworr is now a Republic scout, but finds that slow-growing anti-alien sentiment among humans is causing him to be discriminated against, though only subtly. He begins considering a career as a bounty hunter.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Roworr, found on the Wizards of the Coast website)
- *Kubaz information technology reaches its peak.**

  (conjecture based on *A Free-Trader's Guide to the Planets*)*

***NOTE: This is an estimate, since the Kubindi section of the article uses local years, not standard years.**

- *Shamus Falconi's grandmother, a pirate, captures a 300-year-old ship, which she renames the* Lumrunner.*

  (conjecture based on the *Lumrunners*)*

***NOTE: This assumes that Falconi started smuggling 5 BSW4 and that his grandmother had a pirate career of about 20 years, which ended just as Falconi was entering the smuggling profession.**

- *Imperial forces enter the Tapani Sector. Upon arrival at Pelagon, three Imperial Star Destroyers are faced with the* Pelagia Star*, which withstands their firepower. It is damaged beyond repair, but still is not damaged enough to send it crashing to Pelagon. After the Imperials have taken control of the planet, the ship, now in a standard orbit, is rechristened* Pelagia's Moon *and used as a space station, though the nobility of Pelagon still desire to one day fix the ship/station and make it the flagship of a Pelagian battle fleet once again.**

  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")*

***NOTE: The exact dating of this event is tricky. I place it here because we know that the Empire will be around by the time of *Attack of the Clones*, and we can assume that the Empire hit during its early days. This would mean sometime after 32 BSW4, but before 22 BSW4, so I chose 25 BSW4 as a rough estimate.**

The Tales of Boba Fett (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett (TOTBH short story: Daniel Keys Moran)

"Concord Dawn" Section

The Approaching Storm (novel: Alan Dean Foster) [forthcoming]

The Approaching Storm (novel: Alan Dean Foster) [forthcoming]

24 BSW4

- *Blaine Hanscom is born.*

  (conjecture based on *Star Wars: The Roleplaying Game*)
- *Jovan Vharing is born.*

  (conjecture based on *The Longest Fall*)
- *Arjon F.M.P. is born on Ord Mantell.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6: Tramp Freighters")
- *Jerresk is born on Calamari.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

- *Beyla Rus is born on Tibro.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Tamo Lan is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #10)
- *Lady Valarian is born on Toola.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 7: Mos
  Eisley")
- *Jan Strange is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Shenir Rix is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal
  Organizations")
- *Keleman Ciro is born.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")*

***NOTE: This interprets "early thirties" as 32 years old.**

- *Kaiya Adrimetrum is born.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")*

***NOTE: This interprets "early thirties" as 32 years old.**

- *Han Solo is actively begging for Garris Shrike. At about the same time, Padra, another of Shrike's "rescuees" is promoted to full-fledged pickpocketing. Han hopes to be pickpocketing soon (To be continued below . . .).*
  (***The Paradise Snare***)
- *At the end of her second four-year term as Queen of Naboo, Padme Amidala finally steps down from the throne. Her elected successor is Queen Jamillia. Padme runs for, and is elected, Naboo's representative in the Galactic Senate.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Naboo" and *Attack of the Clones* reports via *TimeTales*, verbatim)
- *Dhar Bullwin betrays his Scitrok master and kills him, taking his place as leader of the Warriors. He spends the next twenty-five years of his life searching for the treasures of Koda's World.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 8: Scouts" via *TimeTales*, verbatim)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Paradise Snare [continued] (novel: A. C. Crispin)
Ylesian Dreams [flashback] [continued]

23 BSW4

- *Page is born on Corulag.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Ton Phannan is born on Rudrig*
  (conjecture based on information provided by Aaron Allston to *TimeTales* via Nathan Blumenfeld)
- *Fionna Flannis is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Maniac is born.**

(conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")*

***NOTE: This refers to the character actually named "Maniac." Surely we all know that with the abundance of villains in the *Star Wars* universe, there's a maniac (not just a sucker) born every minute.**

- *Lavek Talstin is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Dair Haslip is born.*
  (conjecture based on *Whispers in the Dark*)
- *Londrah is born on Af'El.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Ten Dorne is born on Sluis Van.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Lar Maendin is born on Vastrip IV.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Rodin Baem is born on Hoylin.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Moxin Tark is born on Bandonia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Platt Okeefe is born on Brentaal.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Platt's Starport Guide")
- *The Virgillian Civil War begins.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Jedi Knights destroy the Iridium space pirates.*
  (conjecture based on *Classic Star Wars: The Rebel Storm*--"The Power Gem")
- *Tremayne begins studying to be a Jedi under Jedi Master Kylanu.*
  (conjecture based on *Dark Vendetta*)
- *Supreme Chancellor Palpatine uses Hell's Hammers to crush opposition within the Old Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Imperial Sourcebook")
- *The Ubiqtorte is formed from a conglomeration of the Republican Security Organization, the Senate Bureau of Intelligence, the Interstellar Consortium on Technology, and the Special Acquisitions Branch of the Library of the Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Imperial Sourcebook")
- *The TIE fighter (from Sienar Systems) enters service.*
  (conjecture based on comments from LFL that TIEs *do* appear in *Star Wars: Episode II*—"Attack of the Clones")

Jango Fett (comic: Ron Marz) [forthcoming]

Jango Fett (comic: Ron Marz) [forthcoming]

Zam Wesell (comic: Ron Marz) [forthcoming]

Zam Wesell (comic: Ron Marz) [forthcoming]

22 BSW4

- *Zu and Zan Pike are born on Epicanthix.*
  (conjecture based on *Shadows of the Empire*)
- *Haanen Felean is born on Klatooine.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")

- *Ostan Atur is born on Low'n.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Kyle Katarn is born on Sulon.*
  (conjecture based on *Soldier for the Empire*)
- *Cooper Dray is born.**
  (conjecture based on *Death-Hunter*)*

***NOTE: This assumes that *Death-Hunter* takes place just after ESB.**

- *Brahle Logris is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Mair Koda is born.*
  (conjecture based on *The Draw*)
- *Sapphire is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Bron Kand'lar is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Mygo Skinto is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Daelar vuv Tertarrnek is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Ivhin Jayme is born.*.*
  (conjecture based on *Special Ops: Shipjackers*)*

NOTE: This assumes Jayme is 25 in *Special Ops: Shipjackers.

- *T'Charek Haathi is born.**
  (conjecture based on *Special Ops: Shipjackers*)*

NOTE: This assumes Jayme is 25 in *Special Ops: Shipjackers.

- *Kalebb Orn begins working on Mechis III.*
  (conjecture based on *Therefore I am: The Tale of IG-88*)
- *Lobot is captured and made a slave.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")
- *Platt Okeefe will later find journal entries from the* Last Chance*'s previous owner dating back this far.**
  (conjecture based on *Smuggler's Log* supplement in *The Official Star Wars Adventure Journal* #5)*

***NOTE: This assumes that the *Smuggler's Log* entries are set about a year after ROTJ, which is derived from Platt's mention of the Pentastar Alignment in *The Official Star Wars Adventure Journal* #5's *Smuggler's Log*.**

- *Dr. Carl Barzon begins studying the cloaking properties of hibridium on Garos IV at the University of Garos.*
  (conjecture based on *A Glimmer of Hope*)
- *An asteroid crashes into Danoor, cutting it off from the outside galaxy for a few years.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Galaxy's Edge")
- *Xenon Nnaksta is hired by Meysen Kayson.**

(conjecture based on *The Greel Wood Haven*)*

***NOTE: *The Greel Wood Haven* uses the term pro-Alliance several times to speak of anti-Empire groups, but it is clear by the suggested timing of these events that it is *not* the Rebel Alliance at this point, but simply anti-Empire rebels.**

- *The Clone Wars erupt, as Jedi Anakin Skywalker struggles with being unable to save his mother, Shmi Skywalker, from slavery. As assassination attempts on Senators place Senator Padme Amidala in danger, Anakin whisks her away as her bodyguard, while bounty hunters track them. Along the way, Anakin is tempted by the Dark Side, and Senator Palpatine (AKA Darth Sidious) and his fellow Sith (including Count Dokku AKA Darth Tyranus) gain in power. Cloning produces a new form of soldier, the stormtrooper, to fight in the Clone Wars. As the Jedi slowly lose credence and the war escalates, Obi-Wan Kenobi must face off with Jango Fett, who defeats him in front of his son, Boba Fett. Later, Mace Windu must do battle with Jango, most likely killing the elder Fett. As the situation goes from bad to worse, there is at least one bright spot in the galaxy—the wedding of Anakin Skywalker and Padme Amidala.**

(conjecture based on *Attack of the Clones* plot points found online, which may or may not be true)*

***NOTE: The "broken record" note returns! Once again, this is all just conjecture based on loose ideas that have hit the Internet in recent months. We know from Lucas of the wedding, the Mandalorians, and Boba Fett. The rest is just conjecture. I've tried to keep it very ambiguous so that it won't be drastically different when the film is released.**

- *As the Clone Wars near their end, a tactical survey for the Old Republic first visits the Tasar system. Very soon after first contact with the natives, the planet enters the Republic proper.*

(conjecture based on *Tasariq: The Crystal Planet*)

- *Hal Horn breaks many of his father's records at the Corellian Security Force Academy.*

(conjecture based on *Rogue Squadron*)

- *The "Hammers" Elite Armor Unit becomes the core of the Republic/Empire's repulsortank ranks.**

(conjecture based on *Special Military Unit Intelligence Update*)*

***NOTE: This is actually mentioned as something that happens in the wake of the Clone Wars under the Army of the Republic, which then continues into the period of the Empire. I list it here as it would appear the Clone Wars take place during the period after Palpatine's declaration of the Empire.**

- *The Medallion of Honor, an award given by the Old Republic, is received by those individuals who distinguished themselves during the Clone Wars.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Domain of Evil" via *TimeTales*, verbatim)

- *As Jabba the Hutt has his palace on Tatooine renovated, he purchases a townhouse in Mos Eisley. As the Podracing sport loses popularity, he will slowly move his operations to the townhouse and palace, leaving his Mos Espa home. Also with the downfall of Podracing comes the descent of the Lucky Despot Hotel into a haven for criminals.**

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")*

***NOTE: This could take place any time after TPM, but information in *Secrets of Tatooine* regarding the Lucky Despot seems to place the downfall of Podracing at about 22 BSW4.**

The Prequel Trilogy [continued] (movie trilogy: George Lucas & Jonathan Hales)

Star Wars: Episode II—"Attack of the Clones" (movie: George Lucas & Jonathan Hales) [forthcoming]

The Prequel Novelization Trilogy [continued] (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)

Star Wars: Episode II—"Attack of the Clones" (novel: R. A. Salvatore) [forthcoming]

The Prequel Comic Adaptation Trilogy [continued] (comic trilogy: Henry Gilroy et al)

Star Wars: Episode II—“Attack of the Clones” (comic: Unknown) [forthcoming]

21 BSW4

- *Safonne Pendon is born on Rodia.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Lesle Andreya is born on Neree.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Tycho Celchu is born on Alderaan.*
  (conjecture based on *X-wing Rogue Squadron Handbook*)
- *Myrgaanti Shi-iki is born on Mutanda.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #6)
- *Gantoris is born to Ta’ania.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Doro is born.*
  (conjecture based on *A Glimmer of Hope*)
- *Raan Stasheff is born.**
  (conjecture based on *The Capture of Imperial Hazard*)*

***NOTE: This interprets “early twenties” as 21.**

- *Bakura is officially colonized by the Old Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Del Sato joins the Core Courier Service.*
  (conjecture based on *Retreat From Coruscant*)
- *Neeja Halcyon is killed. His wife remarries Rostek Horn to protect Neeja's son, renamed "Hal Horn."*
  (conjecture based on *The Krytos Trap* and *I, Jedi*)
- *Kaj Nedmak is orphaned. He soon stows away aboard Zevel Hortine’s smuggling ship. When he is found, Zevel takes pity on him and takes him aboard as an apprentice.*
  (conjecture based on *Crimson Bounty*)
- *Samuel Tomas Gillespee begins piloting the* Kern’s Pride*.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“The Last Command Sourcebook”)
- *Betha II, abandoned for millennia due to its atmosphere deteriorating thanks to weak gravity, is finally revisited by a smuggler who sets up a smuggling/trading port on the world.*
  (conjecture based on *Counterstrike*)
- *Bode Leobund XI takes on the position of High Lord of House Mecetti when his father is assassinated.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *The planet Ord Antalaha is colonized.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Pirates and Privateers” via *TimeTales*, abridged)
- *Klingson, wounded during the Clone Wars, takes on cybernetic organs, which slowly make him into a near-droid. He begins to surround himself with droids.*
  (conjecture based on *Star Wars: The Roleplaying Game*—“Cynabar’s Fantastic Technology: Droids” via *TimeTales*, paraphrased)

- *Lant Mining Corporation discovers prismatic crystals in the Asran System, saving the company. When the Palpatine's new government begins taking over Brak Sector, the company will remain independent by pledging to support the new government.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *Fiz Cor'gil (AKA Fizzi) arrives on Trevi and purchases a failing starship garage in Trevi City. He soon hires Shanna Kinn and Garginoolaara, opening Fizzi's Slightly Used Starships.**

  (conjecture based on *Fizzi's Slightly Used Starships*)*

***NOTE: This event takes place "a little over 20 years" before *Fizzi's Slightly Used Starships*. I'm assuming, for this entry, that FSUS takes place concurrent to SW4.**

- *As Jabba the Hutt's power has grown, he has taken Mos Espa, Mos Entha, and Mos Taike. As a consolation prize of sorts, he strikes a deal with Gardulla. If she will stay out of smuggling, he will stay out of the slave trade. Shortly after Gardulla agrees to this, anti-slavery laws are finally enforced, ruining Gardulla.**

  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")*

***NOTE: This could take place any time after TPM, but since may reports assume that Shmi is a slave as of *Attack of the Clones*, I have placed this after that film.**

- *A contingent of Jedi Knights and soldiers are sent to Mandalore to stop the expansion-through-force taking place under Governor Vrox. The force gains the upper hand, forcing Vrox to prepare to flee in his personal yacht, but not before ordering Janx Ferro and a squad of Mandalorian Supercommandos to cover his escape. Lt. Weirs leads the Imperial Pico-12 and Moduls Squads and their five Jedi allies under Quana against the Mandalorians. Ferro leads ten Mandalorians of Wraith Squad against the invaders. In a deadly ambush, the soldiers are defeated by the Mandalorians, but the Jedi manage to defeat the Mandalorians. Of Wraith Squad, only Boba Fett, Fenn Shysa, and Tobi Dala and a scant few others survive. Commander Ferro's body is never recovered.**

  (***Battle for Mandalore***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

"Episode II - III Bridge Duology" (novel series: unknown) [forthcoming]*

"Episode II - III Bridge Duology, Book I" (novel: unknown) [forthcoming]*

"Episode II - III Bridge Duology, Book II" (novel: unknown) [forthcoming]*

***NOTE: Del Rey has given very little information about these upcoming novels, including no definite release dates, though it seems a safe bet that it won't be released until at least after *Attack of the Clones*, if not *Episode III*.**

Battle for Mandalore (CM short story: Chris Hind)

Battle for Mandalore (CM short story: Chris Hind)

20 - 18 BSW4

- *Obi-Wan Kenobi and Viceroy Bail Organa help to end the Clone Wars. With the increasingly unstable nature of the Old Republic as his excuse, Supreme Chancellor Palpatine proclaims himself Emperor and changes the name of the Old Republic from the "Republic" to the "Galactic Empire." Blaming the Jedi for a Clone Wars atrocity that they are innocent of, Palpatine orders the execution of the Jedi and records of their existence in what is known as the Jedi Purge. Anakin Skywalker takes the Sith Lord title "Darth Vader" and helps Palpatine destroy the Jedi. Unbeknownst to him, Anakin's twin children are born to his wife Amidala. The girl, Leia, is taken by Bail Organa to Alderaan, while the boy, Luke, is taken by Obi-Wan Kenobi, via Dagobah, to Tatooine to be raised by Kenobi's brother Owen Lars. Kenobi then takes up residence on Tatooine in order to keep an eye on Luke Skywalker. The eras of the Clone Wars and the Old Republic itself are officially over. The era of the Galactic Empire has begun.**

(conjecture based on *Episode III* plot points mentioned by Lucasfilm staffers)*

***NOTE: Once again, this is all just conjecture based on loose ideas that have hit the Internet in recent months. We know from Lucas of the seduction of Anakin, birth of the twins, and Jedi Purge--whether they happen during the film or not. The rest is just conjecture. I've tried to keep it very ambiguous so that it won't be drastically different when the film is released. The date of 20 - 18 BSW4 is used because originally, the twins were set as 20 in SW4 by 3rd Level Canon, but then Lucasfilm itself decreed that they were 18 in ANH. Newest reports from Lucasfilm say that the twins *will* be seen in *Episode III*, so the only logical thing to do is to assume that the story spans more than one year.**

The Prequel Trilogy [continued] (movie trilogy: George Lucas & Jonathan Hales)

Star Wars: Episode III (movie: George Lucas) [forthcoming]

The Prequel Novelization Trilogy [continued] (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)

Star Wars: Episode III (novel: Unknown) [forthcoming]

The Prequel Comic Adaptation Trilogy [continued] (comic trilogy: Henry Gilroy et al)

Star Wars: Episode III (comic: Unknown) [forthcoming]

20 BSW4

- *Wedge Antilles is born at the Gus Teta spaceport.*
  (conjecture based on *Wraith Squadron*)
- *Mara Jade is born.**
  (conjecture based on *Star Wars: The Roleplaying Game*—“Core Rulebook”)*

***NOTE: The RPG’s profile for Mara Jade Skywalker, dated 25 ASW4, states that Mara is 45 at that time, meaning that she is, if we are to believe Luke is 18 (as the RPG also states) in ANH, two years older than Luke, not the same age, as I had earlier assumed.**

- *Dirk Harkness is born on Salliche.*
  (conjecture based on *Chessa’s Doom*)
- *Winter is born on Alderaan.*
  (conjecture based on *Rebel Dawn*)
- *Shandria L’hnnar is born on Corellia.*
  (conjecture based on *One of a Kind*)
- *Tyrn Jiton is born on Fenves.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Dheendo is born.*
  (conjecture based on *Cracken’s Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #10)
- *Benald Orlan is born to Karin Orlan.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *Creb is born on Bettok.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Nyo is born on Morado.*
  (conjecture based on *The Last Hand*)
- *Moegid is born in the Roche Asteroid Field.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken’s Rebel Operatives")
- *At about the same time that Maarek Stele is born on Kuan, Kuan and Bortal go to war. (Hell of a thing to remember your birthday by!)*
  (conjecture based on *Star Wars Encyclopedia*)
- *Ballin Dreshing is born.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")

- *Reye Sedeya is born.*
  (conjecture based on *Ringers*)
- *Andi Tolen is born on Tatooine. She is soon abandoned by her parents.**
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Andi Tolen, found on the Wizards of the Coast website)*

***NOTE: This birth dating is conjecture in order to allow her to still be up and around as a bounty hunter in the TNJO era, yet still have exploits as a young woman during the Rise of the Empire Era.**

- *Pello Scrambas is born on the planet Alderaan. He would later serve in the homeguard of the Royal House of Alderaan, and was one of the first troopers killed when stormtroopers from the Imperial Star Destroyer* Devastator *invaded the* Tantive IV*.*
  (conjecture based on *Star Wars: Customizable Card Game*—"A New Hope Expansion Set" via *TimeTales*, verbatim)
- *Lyle Lippstroot has a SoroSuub 221 cyber-interface installed in his head.*
  (conjecture based on *The Great Herdship Heist*)
- *Tork Winger and Sallie Lontie are married.*
  (conjecture based on Charlene Newcomb's website)
- *Neth and Charis Enasteri settle on Rhamalai.*
  (conjecture based on *The Occupation of Rhamalai* via *TimeTales*, paraphrased)
- *Hyobu Sulloran leaves home, promising to return, but lying through his teeth.**
  (conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Tanass and Renia Brila are married.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Hideouts and Strongholds" via *TimeTales*, abridged)
- *Delwanna and Isshaddik are recruited by the Shrike pirates. Delwanna then reveals Han Solo's last name to him (at the age of 9) and they begin educating the young man.*
  (conjecture based on *The Paradise Snare*)
- *Halanit, a moon orbiting a gas giant, is colonized.*
  (conjecture based on *The Bacta War* via *TimeTales*, abridged)
- *The Abinyshi species is supposedly wiped out by a species-wide civil war. In actuality, the Empire, having come to Inysh for kalonterium reserves, has enslaved the populace and decimated the world's ecosystem through mining. What little is left of the species cannot survive long on their ravaged world.*
  (conjecture based on *Alien Encounters* supplement in *The Official Star Wars Adventure Journal* #14)
- *Roganda Ismaren and her brother Lagan were among the Jedi children taken during the attack on Belsavis. Inquisitor Ameesa Darys skewers Lagan before Roganda's traumatized eyes, but lets the young girl live. Vowing never to be killed like her brother was, Roganda begins using her natural beauty, cultivating skills of seduction. She sleeps her way into the Imperial Court, eventually becoming one of a cadre of professional concubines for the Emperor.*
  (conjecture based on *The Emperor's Pawns* and via *TimeTales*, verbatim)
- *Many of the larger forces of the Sector Rangers are usurped by the Imperial machine, others simply fell though the cracks, and remained separate enforcement agencies. The Sector Rangers were a loose association of local system police forces which filled the gaps in the galactic law enforcement system, and were created by the planetary governors of the Old Republic. The Senate authorized the formation of the Sector Rangers in an effort to bring law*

enforcement to newly colonized worlds quickly and efficiently. The Jedi Knights couldn't be everywhere, so the Sector Rangers held sway in their own systems.
(conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)

- *Han Solo, in an attempt to steal precious jewelry from a house, ends up nearly getting caught. He hides in a tree before he can escape to the* Trader's Luck. *Upon arrival, Garris Shrike notices that he is sick, but brings him aboard anyway, given his latest haul. Once aboard, Han is found by Delwanna, who takes a shuttle and heads back to the planet to get Han treated. He has a case of tanamen fever. Luckily, Delwanna got him to the doctor in time. They then return to the* Trader's Luck*, where an annoyed Shrike is waiting. (To be continued below . . .)*
(***The Paradise Snare***)
- *Palpatine orders a large section of the Holonet shut down, and puts the rest under Imperial control in order to censor the public's news. At about the same time, he also officially renames Coruscant "Imperial Center."*
(conjecture based on *Star Wars Encyclopedia*)
- *With the closing of most of the Holonet, private courier services immediately begin filling the communications gap.*
(conjecture based on *Retreat From Coruscant*)
- *A Dark Side advisor to Palpatine and member of the Emperor's secretive Prophets of the Dark Side grows to surpass his peers in the Prophets and is target by the Prophets for termination, but Palpatine takes him on as a new operative. Codenamed "Blackhole," this operative will soon give himself completely to the Dark Side and divination, which will grow to take great toll on his body, leading him to be reduced to a life-support chamber in but a decade or so.*
(conjecture based on *The Emperor's Pawns*)
- *Palpatine orders the creation of the Alien Protection Zone on Coruscant in response to vocal opposition to the Empire's anti-alien sentiments.*
(conjecture based on *Wedge's Gamble*)
- *The Healer's Guild ceases to exist in the early days of the Galactic Empire..*
(conjecture based on *The Free-Trader's Guide to Sevarcos*)
- *Palpatine arranges for the permanent exile of over 30,000 nobles, who were opposed to his New Order.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6--Tramp Freighters)
- *Palpatine's xenophobia (or at least racism to non-human species) sparks a popular sentiment of High Human Culture, a "human supremacy" doctrine that becomes a backbone of the New Order.*
(conjecture based on *Star Wars: The Roleplaying Game*)
- *The Trunsks develop their own hyperdrive, but their ability to travel the galaxy is cut short when Emperor Palpatine institutes the New Order. Declared a slave species, the Trunsks are made the centerpieces of many intergalactic circuses and gladiator fighting rings, despite the fact that they are intelligent and independent.*
(conjecture based on *The Official Star Wars Adventure Journal* #14 via *TimeTales*, verbatim)
- *Soron Hegerty and her father are conscripted into Imperial service.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Supernova" via *TimeTales*, paraphrased)
- *With the rise of the Empire, the two major bacta cartels on Thyferra, the Zaltin and Xucphra, make arrangements with Imperial authorities to protect their trade, which brings them up to be the most powerful bacta cartels in the business for years to come.*

(conjecture based on *The Business of Bacta*)

- *With the rise of the Empire, Palpatine orders all of what was once the Sith Empire closed to all but his Dark Side Adepts, who will, over the years, journey into that area of space to uncover information about the First Order of the Dark Lords of the Sith in order to help in Palpatine's rule as the most powerful current member of the Second Order of the Dark Lords of the Sith.*

  (conjecture based on *From the Files of Corellia Antilles*)

- *With the rise of the Empire, the remaining planetery security forces are all absorbed into one Imperial Navy.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")

- *With the rise of the Empire, Meysen Kayson becomes the object of unwanted Imperial attention. He decides to go into hiding and gives the rights of his Greel Wood Logging Corporation to his associate, Xenon Nnaksta, who in turn hires more anti-Empire consultants in the Empire.**

  (conjecture based on *The Greel Wood Haven*)*

***NOTE: *The Greel Wood Haven* uses the term pro-Alliance several times to speak of anti-Empire groups, but it is clear by the suggested timing of these events that it is *not* the Rebel Alliance at this point, but simply anti-Empire rebels.**

- *With the advent of the Empire, Wroona gains tactical importance. Soon, an Imperial garrison is constructed on the surface, and a large stardock is constructed in orbit.*

  (conjecture based on *Smuggler's Log* supplement in *The Official Star Wars Adventure Journal* #7)

- *With the rise of the Empire, Harovan Toth seeks out and joins a fledgling rebellious group on Reynon. Shortly after joining the group and relocating to Dantooine, Harovan meets Tisha Rostek. The two are married.*

  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)

- *With the rise of the Empire, the activities of the Ailon Nova Guard are cut down to mainly just ceremonial duties.*

  (conjecture based on *Special Military Unit Intelligence Update*)

- *With the rise of the Empire, Bersin Sekolah, a Republic scout, retires and moves to Tasariq.*

  (conjecture based on *Tasariq: The Crystal Planet*)

- *With the rise of the Empire, Toth Harovan becomes part of one of the first rebel factions in the Empire.*

  (conjecture based on *The Official Star Wars Adventure Journal* #15 via *TimeTales*, paraphrased)

- *With the rise of the Empire, pirate Lamuu Bianco opens his Port Bianco in the Tapani Sector to all spacers with an invitation.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)

- *K'cri Elban, a respected hero of the Clone Wars, retires from military duty and goes underground shortly before Palpatine's rise to power as Emperor. He eventually establishes "K'cri's Café" on Cloud City, and was known on the outpost as a good guy at heart.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 2: Yavin and Bespin" via *TimeTales*, verbatim)

- *Galen Derlin was one of the most famous Senators of the Old Republic, and a close friend of Bail Organa. He withdrew from politics altogether when Emperor Palpatine rose to power, returning to his homeworld of Tiisheraanin, in order to get away from the corruption of the Empire. However, he was hunted down and assassinated by Imperial forces as a reminder of the power of the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, verbatim)

- *Tremayne is sent by his Jedi Master, Kylanu, to study under Darth Vader and become one of Palpatine's agents. Kylanu has bought Palpatine's lies of wanting to create peace in the galaxy. (To be continued below . . .)*

(***Dark Vendetta***)

- *Lobot escapes from his slave masters and goes to Cloud City, where Ellisa Shallence gives him a 15-year work release program.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 2: Yavin and Bespin")

- *As the Empire's military grows, the wreck of the* Freedom's Messenger *is recovered. The ship is renamed the* Renegade *and assigned to Kentor Sarne of the 15th Deep Core Reserve Fleet.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Alderaan becomes a world of peace, placing all of its remaining weapons aboard the* Another Chance *and sending the ship into perpetual hyperspace.*

(conjecture based on *Star Wars Encyclopedia*)

- *Sate Pestage is made Grand Vizier of the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")

- *Belsavis (Senex Sector) is colonized.*

(conjecture based on *Children of the Jedi*)

- *Neile Janna, a holofilm actress, goes into self-imposed retirement.*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)

- *On Ergeshui, Outworlder City is built.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Two")

- *The Republic Senate, under Palpatine's control, formally disbands Republic Fleet Systems so that the funds going to the company can be reallocated to the Republic Navy.*

(conjecture based on *Essential Guide to Vehicles and Vessels*)

- *The Calius saj Leeloo tourist industry falters and more or less vanishes.*

(conjecture based on *The Last Command*)

- *Palpatine orders the creation of the* Eye of Palpatine *and a base on Pzob with troops ready to board the vessel at a moment's notice in an effort to destroy remaining Jedi Knights. The ship is stopped by Jedi Knights Callista Ming and Geith. Callista's "spirit" remains onboard to keep the ship from fulfilling its mission. Palpatine, angered by the failure, sends the ship's designers to Neelgalmon for a nice stay in the sand mines, and sends a new task force to blast Plawal.*

(conjecture based on *Children of the Jedi*)

- *With the failure of the* Eye of Palpatine*, Emperor Palpatine begins considering other superweapons. This mindset will be crucial later when he approves of Wilhuf Tarkin's* Death Star *project. (It is possible that information about this mindset was made known to Tarkin somehow, prompting him to begin considering variations on Raith Sienar's battle station design.)**

(conjecture based on *Ruin*)*

***NOTE: The actual comment in passing in *Ruin* is that the failure of the *Eye of Palpatine* led Palpatine to support the Maw. Since, supposedly, Project Death Star didn't begin until much later, I'm assuming this was a new mindset for Palpatine, not some kind of realignment of the**

***Death Star* construction timeline that has been previously laid out in various novels and RPG materials.**

- *Aboard the* Starwayman*, Booster Terrik and his partner Llollulion are in trouble. They are being pursued by the* Steadfast*, under the command of Imperial Captain Voss Parck. They are at the border of Unknown Space and make a hyperspace jump to avoid the Star Destroyer. They emerge with the* Steadfast *still on their tail and head for a small planet. Flying over the planet's surface, they see a small encampment. They land and go into hiding. Back near the encampment, an Imperial team arrives, led by Colonel Mosh Barris. The dwelling is empty, and they begin preparing to search for the smugglers. They discover that the dwelling belonged to an unknown alien, so Unknown Alien Encounters orders apply. Barris and Wyan discover that a TIE fighter that crashed during the pursuit has been found by the alien or the smugglers. The pilot's suit is filled with grasses and such, but the pilot is gone. They assume it is a primitive ritual and call for a troop carrier with stormtroopers to come immediately. They continue to search and set up a base camp, when they begin being harassed. They discover, when the grass-filled armor explodes, that the helmet is missing its comlink. They assume the alien has taken the comlink and check another recent dead body, only to find it still has a comlink. They block the frequency of the original missing comlink and continue. As time goes on, even more Imperials are being killed or vanishing, so Barris orders a retreat. They arrive on the* Steadfast *and, on a hunch, Parck and Barris wait in the darkened hangar, until the alien, stowed away on the troop carrier, emerges from the ship. They corner him and ask how he did all he did on the world. The alien, named Mitth'raw'nuruodo, tells them the brilliant strategic moves he used to defeat the Imperials and to sneak on the ship. He was sneaking aboard, hoping to steal a ship to return to his people (which we later learn are the Chiss), who had exiled him for wanting to make a preemptive strike on an enemy in Unknown Space. Parck, impressed by Mitth'raw'nuruodo's skills, offers him the chance to join Imperial service, which will give the Empire a great strategist (even if he* is *an alien) and allow Mitth'raw'nuruodo to combat threats to his people within Imperial boarders. Mitth'raw'nuruodo agrees, but his name is so long that, to help the run-of-the-mill Imperials, he shortens it . . . to Thrawn. Elsewhere, Terrik and his partner prepare to escape, now that the Imperials have left with their new recruit.*
  (***Mist Encounter***)
- *Emperor Palpatine recognizes Thrawn's skills (as he had already noted from two failed attempts to recruit him during his days with the Chiss), and provides Academy facilities for Thrawn within the normally xenophobic Empire.*
  (conjecture based on *Specter of the Past*)
- *In one of the great battles in the latter days of the Clone Wars, a group of Dark Jedi attack a sector of space that includes Bpfassh and Dagobah. Then the battle is closing, the last of the Dark Jedi takes Jorj Car'das' ship and goes to Dagobah. The Dark Jedi is then killed by Yoda, creating a Dark Side-shrouded cave. Yoda sets up residence near the cave and nurses Car'das back to health.*
  (conjecture based on *Heir to the Empire*, *Vision of the Future*, and *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Paradise Snare [continued] (novel: A. C. Crispin)

Ylesian Dreams [flashback] [continued]

Dark Vendetta (SWGM8 short story: Eric Trautmann)

Dark Vendetta [flashback] (SWGM8 short story: Eric Trautmann)

The Adventures of Thrawn (AJ short stories: Timothy Zahn)

Mist Encounter (AJ7 short story: Timothy Zahn)

19 BSW4

- *Greedo is born on Rodia.*
  (conjecture based on *A Hunter's Fate: Greedo's Tale*)
- *Davin Felth is born.*
  (conjecture based on *When the Desert Wind Turns: The Stormtrooper's Tale*)
- *Sienn Sconn is born on Ryvellia.*
  (conjecture based on *One of a Kind*)
- *Barsoulentiniel Enkhet is born.*
  (conjecture based on *Do No Harm*)
- *Jarth Findo is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Brianna is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Planets of the Galaxy: Volume Three" via *TimeTales*, paraphrased)
- *Kea Ra-Lan is born on Kinyen.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Fable Astin is born.*
  (conjecture based on *Uhl Eharl Khoehng*)
- *Rivoche Tarkin is born to Gideon (not Wilhuff) Tarkin.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Grell Panib is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Varin Arabella is born into the House Barnaba.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Neena is born in the Organa house on Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6: Tramp Freighters")
- *Samona is born to Harovan Toth and Tisha Rostek. (At about this same time, Toth joins an anti-Empire infiltration team with the as yet unofficial rebel movement against Palpatine.)*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)
- *For harboring a Jedi, Darth Vader destroys a colony on Talasea.*
  (conjecture based on *Rogue Squadron*)
- *Isshaddik dies on a run to Nar Hekka.*
  (conjecture based on *The Paradise Snare*)
- *In the wake of the Jedi Purge, Emperor Palpatine forms the Imperial Inquisitors to help seek out and destroy the last vestiges of the Jedi Order.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *Lord Torbin is appointed as the first Grand Inquisitor.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *Former Jedi Knight Tremayne becomes an Inquisitor.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *In the wake of the Jedi Purge, Cerean psychopath Del Korrot begins serving Palpatine in hunting down remaining Jedi. Eventually, though, the nutball will*

begin killing randomly, justifying those kills as latent Force-sensitive beings, prompting the Emperor's ire. Palpatine will send Darth Vader, who kills Korrot.
(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *Jedi Knight Jerec is pursued by Inquisitor Tremayne until being captured in the Unknown Regions. Jerec turns to the Dark Side and offers his services to the Emperor, offering also to corrupt a group of Jedi who were on long-range missions beyond the Jedi Purge's reach. Jerec found them and turned them to the Dark Side, creating the first of his followers, a group which would grow until his eventual defeat on Ruusan. The group of Dark Jedi was charged with seeking out ancient Jedi and Sith artifacts for Palpatine.*
(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *Honoghr is decimated by a space battle involving dreadnoughts. Soon thereafter, Darth Vader offers to assist in the repair of Honoghr in return for the Noghri's service as slaves and assassins. In order to keep the arrangement in the Empire's best interests, the Imperials contaminate the planet's kholm grass to make the need for Imperial aid constant. It will later be suggested that this event took place 44 years before the Thrawn Campaign, but Leia Organa Solo will realize that the Noghri year is so much shorter than the galactic standard that the event actually took place 28 years before the Thrawn Campaign.*
(conjecture based on *Dark Force Rising* and *The Essential Guide to Alien Species*)
- *The Ubiqtorate and the Imperial Navy form the Special Navy Forces.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Supernova" via *TimeTales*, paraphrased)
- *Dannen Lifehold stows away aboard Captain Twolz's smuggling freighter. When he is discovered, he is allowed to work for passage aboard the ship and ends up becoming "the son Twolz never had," staying with Twolz for the next five years**
(conjecture based on *Breaking Free*)*

***NOTE: This entry assumes that Dannen Lifehold and Krell worked together on Alderaan for 3 years. The actual *Breaking Free* biography of Dannen Lifehold says "a few years."**

- *Taj Junak, a Jedi Knight on Mrlsst, is killed by Imperial forces after peacefully surrendering himself in return for the safety of the Mrllst Academy.*
(conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Phantom Affair")
- *Planetary Safaris discovers Barab I and hides the sentience of the indigenous Barabels from the authorities to make use of the planet as a hunting ground.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Palpatine orders the study of the nature of life by Bobrorygmus Gog and Mammon Hoole. Unbeknownst to Hoole, Gog and Palpatine are intending to destroy the population of Kiva with the subject of the study. The genocide is carried out and the Kivan populace is no more. Hoole goes into self-imposed exile.*
(conjecture based on *Army of Terror* and *The Essential Guide to Alien Species*)
- *Emperor Palpatine orders the destruction of Caamas. A group of Bothans helps the effort by sabotaging Caamas' planetary shields. The truth behind the event will not be known for decades. Other planets begin taking Caamassi refugees.*
(conjecture based on *Specter of the Past* and *Vision of the Future*)
- *Republic News is renamed Imperial HoloVision.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 9: Fragments from the Rim")
- *Emperor Palpatine begins to cut off exploration into new territories to cement his grip on the citizens of the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 8: Scouts")

- *The Museum of the Galactic Republic (on Centares, not the one on Coruscant) is closed by Palpatine.*

  (conjecture based on *Vader's Quest*)

- *Under the rule of the Old Republic, slavery was abhorred and outlawed galaxy – wide, although it did exist and was ignored in the fringe of the outer rim territories. With the rise of the Empire, and the Emperor's anti - alien stance, the laws upholding the rights of sentient beings slackened. With the passing of Imperial Decree A-SL-4557.607.232, which legalized procurement of slaves under certain conditions, slaving guilds rose to prominence. The once secret Guild of Zygerrian Slavers went public, and prospered under the Empire's rule. Other slaving groups competing with the Zygerrians are the Thalassians and the Karazaks. Members of the guild receive a "patch" of space in which to operate in return for their membership fees. The guild guarantees that only two or three other slaver territories would overlap. The guild structure streamlined the bureaucratic process allowing the Zygerrians to obtain Slaver Permits. The Twi'leks of Ryloth tended to use the business - like Zygerrian guild for slaving in order to reduce the strains of slaving on their society. The Zygerrians organize themselves into clans. One of the most influential clans is the Pr'ollerg, leaders of the Zygerrian Slaver Syndicate. The Zygerrian Slaver Syndicate is a loose confederation of pro - slaving bounty hunters acting as a bounty hunting guild. Their activities often resemble outlaw banditry. Live acquisitions brought back to the Syndicate are often sold into slavery. The Syndicate is ruled by the ruthless Pr'ollerg clan, dictating who hunts what acquisitions where. Their estimated membership of 2,000 comprises mostly younger hunters who work for lesser pay. They specialize in bounties under 5,000 credits. Most others in the business regard the Zygerrian Slaver Syndicate as a bunch of thugs, hoodlums, and murderers. The Syndicate operates in the Outer Rim Territories, out of the world Kazarak. Membership requires a private initiation fee (rumored to be between 2,000 - 5,000 credits). The fee is sometimes waived for those with relatives in the organization.**

  (conjecture based off of various Official sources, borrowed with thanks, from Christopher McElroy's *TimeTales*)*

***NOTE: This is one of the most impressive investigative efforts I've yet seen in *Star Wars* timeline-generation. Kudos to Chris for this great explanation of the revival of the slave trade under the Empire.**

- *Kashyyyk is placed under martial law and Wookiee enslavement begins in earnest.*

  (conjecture based on *Star Wars Encyclopedia* and *The Essential Guide to Planets and Moons*)

- *Nikaede Celso, a Wookiee female born into nobility, is smuggled off of Kashyyyk by her parents.*

  (conjecture based on *When the Domino Falls*)

- *Mammon Hoole and Chlar Kotchmin attempt to study the arachnor species. Kotchmin suffocates in a web during the encounter.*

  (conjecture based on *The Essential Guide to Alien Species*)

- *On Barab I, a group of eight Dugs and six Barabels get into a brawl, until a Jedi steps in and stops the fight. When a security officer notes that the Jedi mind trick must work well, the Jedi responds that the Barabels simply defer to Jedi by custom.*

  (conjecture based on *The Essential Guide to Alien Species*)

- *As the Jedi Purges wipe out the Jedi Knights, Arden Lyn reappears, alive and well after millennia in* mortichro *suspended animation. She runs afoul of Jedi hunters. As a prisoner, she kills Inquisitor Darys, and is about to be killed by Inquisitor*

Tremayne when Inquisitor Torbin cuts off her arm, but spares her so that Palpatine might make use of her teras kasi *skills. Palpatine takes her in and begins having her train his Byss Mages and Sovereign Protectors in her arts, all the while lying to her about intending to bring her lover, Xendor, back to life through the Dark Side.*
(conjecture based on *The Emperor's Pawns*)

18 BSW4

- *Corran Horn is born on Corellia.*
  (conjecture based on *I, Jedi*)
- *Iella Wessiri is born.*
  (conjecture based on *The Krytos Trap*)
- *Kell Tainer is born on Sluis Van.*
  (conjecture based on information provided by Aaron Allston to *TimeTales* via Nathan Blumenfeld)
- *Isolder is born on Hapes.**
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Threat Dossier"
  and *The Courtship of Princess Leia*)*

***NOTE: Item moved from 21 BSW4 based on information provided by StarKiller.**

- *Windom "Windy" Starkiller (or Marstamp) is born.**
  (conjecture based on *Luke Skywalker's Walkabout*)*

***NOTE: This information comes from *Luke Skywalker's Walkabout*. In the story, Norwood, for some damn reason, gives Windy's last name as "Starkiller" at one point, and "Marstamp" at another. Whatever his real last name is, though, this is his birthdate.**

- *Mirax Terrik is born on Corellia.*
  (conjecture based on *I, Jedi*)
- *Biggs Darklighter is born on Tatooine.*
  (conjecture based on *Rogue Squadron*)
- *Shira Elan Colla Brie is born.**
  (conjecture based on *Lumiya: Dark Star of the Empire*)*

***NOTE: This assumes Shira was the same age as Luke.**

- *Kristoff Stonelaw is born.**
  (conjecture based on *The Draw*)*

NOTE: This assumes Kristoff is 18 in *The Draw.

- *Liadden is born on Moer.*
  (conjecture based on *A Free-Trader's Guide to the Planets*)
- *Ryley Ancum is born to Jioia and Tendis Ancum on Tuttin IV.**
  (conjecture based *Rebel Bass*)*

***NOTE: This assumes that Ryley is the oldest of the Far Cry band as of *Rebel Bass*, and that *Rebel Bass* takes place 1 BSW4.**

- *Denel Moonrunner is born to Lorn and Artis Moonrunner.*
  (conjecture based on *The Occupation of Rhamalai*)
- *Lord Bal Jaset begins serving on Coruscant as a Court advisor.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Ansan Talam begins mining on Tasariq.*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *Mitth'raw'nuruodo (Thrawn) graduates from the Caridian academy.*
  (conjecture based on *Mist Encounter* and *Specter of the Past*)
- *Bast Castle is built on Vjun.*
  (conjecture based on *Dark Empire II*)
- *Jedi Master Plett turns his well on Belsavis into a Jedi sanctuary.*
  (conjecture based on *Children of the Jedi*)
- *Mardoc the Hutt takes over as the Grand Council of Hutts' Executive Secretary.*
  (conjecture based on *The Hutt Gambit*)
- *The Empire comes to Verkuyl, taking it over from BactaCo.*

(conjecture based on *Conflict of Interest*)

- *Nardo Sau, a xenoarchaeologist, is one of the new breed which springs up during the early years of the New Order. Unlike historians such as his chief rival, Angrail Ryhl, Sau was in the business to sell his discoveries to the highest bidder. Sau developed ties to several major corporations, and obtained a great deal of corporate sponsorship, something he used to get past the Imperial bureaucracy to obtain licenses before Ryhl could. Most of Sau's largest customers were on the planet Coruscant, and were private citizens or corporations with Imperial ties.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *Xenosurvey & Measurements Limited produce a variety of planetary exploration and scouting probes.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 2: Yavin and Bespin" via *TimeTales*, verbatim)
- *Jaxxon leaves Coachelle Prime with a rickety freighter. He soon settles on Nar Shaddaa and begins working with a mercenary group in the Corus system..**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: This assumes Jaxxon is 30 at the time of the defeat of the Cloud Riders on Aduba-3.**

- *As the Empire begins to tighten its grip on Malastare, Darth Vader leans just how easily the Dugs are to manipulate.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *During a card game, Delwanna manages to get Garris Shrike to say Han Solo's last name to her. She soon tells Han, who is overjoyed to now know his family name. A short time later, during a stint pretending to be a wealthy school student for Shrike, Han Solo is attending a Corellian school when he asks Garm Bel Iblis about the Empire's xenophobia during a convocation. Iblis begins keeping track of Solo's progress. A short time after this occurs, Han discovers records on Corellia about Berethon e Solo, Korol Solo, and others in his bloodline. The next chance he gets, he stays behind on Corellia. He goes to the home of Tiion Sal-Solo and Thrackan Sal-Solo, hoping that they will take him in and that he is right in assuming they are related. Upon arrival, he is caught by Thrackan, who takes him to see Tiion. Tiion flips out, ranting about how all of Han's family line is supposed to be dead. Thrackan takes Han in, but mentally and physically abuses him until Han has had enough. Han kicks Thrackan' ass and threatens him with a knife. Thrackan tells Han everything he knows about Han's family line. Years ago, Thrackan's grandparents, Denn Solo and Tira Gama Solo, had lived on Tralus. Tira had given birth to twins, one boy and one girl (Tiion) the night their town was raided. Tira got out with Tiion, who later married Randil-Sal, Thrackan's father. Denn and the boy twin were assumed killed. Apparently, they escaped, which allows Han to trace his ancestry, but only up to the point of his presumed father's birth. A short time later, a vengeful Thrackan hands Han back over to Shrike. Han is beaten and returned to servitude under Shrike. (To be continued below . . .)*
  (***The Paradise Snare***)
- *The Empire's SAGEducation program becomes a large part of Vin Northal's youth. He achieves the position of local SAGroup wegsphere champion. This achievement earns him the personal attention of the local CompForce recruiter. However, while Vin found the CompForce recruiter's offer attractive, he also realized that the Imperial Academy was wide open to him. He applied and was accepted.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *Locus Geen, former General, retires.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")

- *A monumental idea was born, linking vast and disparate corporate interests. Galactic Corporate Policy League members began analyzing the revenues of the existing Corporate Sector. Probes into the surrounding regions of space showed an amazing coincidence; of the thousands of stars within and near the Corporate Sector, only eleven were known to contain intelligent species, and none of them had been contacted by the Republic. With careful doctoring of evidence and discrete "first contact teams", the League could distort the evidence to show no such species. The result was an undeveloped and "uninhabited" region of space, rich with resources. Thousands of star systems were ripe for "development". Baron Tagge, informal leader of the League, formulated a plan centered on changing the way the Corporate Sector was administered. He proposed that the region of space known as the Corporate Sector be expanded to include nearly 30,000 unclaimed stars. He proposed that a new corporation, the Corporate Sector Authority, be formed. The Authority would be the sole owner, employer, government and military of the region. The Authority would buy all the existing corporate facilities within the Corporate Sector, as well as shepherd the development of all future resources. Companies that already had facilities would receive shares in exchange for turning over their property. These companies and others could invest in the Sector by providing funds to the Authority. The Authority would handle every major industrial venture, including exploration, extraction, refining, processing and manufacturing. The Authority would maintain order, run the business operations, research and develop new products, and promote the sale of goods in the Sector without outside interference. Profits from the Sector's operations would be split proportionate to the shares amongst all the investing companies. Aside from profits derived directly from business operations, the Authority would also supply raw materials and manufactured goods to the parent companies at greatly discounted prices. The companies would profit handsomely from this system. To interest Palpatine, the proposal would provide an operations tax directly to Palpatine. While the net would be considerably smaller than the taxes for comparable worlds within the Empire proper, the revenues would go directly to the Imperial government, rather that be split amongst sector, planetary and local governments. Likewise, because the Authority would be responsible for maintaining order and policing the region, there would be no investment in the region by the Empire. In Baron Tagge's vision, the Corporate Sector would be a tremendous boon to Imperial coffers with no effort on the part of the Empire. With his scheme developed, Baron Tagge invited all the existing Corporate Sector companies, as well as members of the League, to a week – long closed door conference on the banking world of Aargau. There, he presented his plan. For a week, in the splendor of the famed Dragonbird Gardens of Aargau, from dawn to late at night, they haggled and wrangled and debated. But, at the end of the week, the Baron and his comrades had their charter. The proposed charter further refined the Baron's ideas. The League proposed the creation of a special non – interference region, separate and autonomous from the surrounding Empire. The region would be a limited free market fief. That meant materials restrictions, often invoked during martial law in the Empire, could be ignored. Also, there would be no content supervision over advertising and media in the Sector. Since the region was devoid of all sapient life, there would be no first contact priorities to interfere with total economic conversion. Here, there would be no need of economic conversion or social policy and the Authority could maintain its own control over the fief worlds. As a special incentive, there were to be no corporate taxes or import / export fees on any products transported into or out of the Sector. Companies would not pay taxes of any sort on materials and expenditures intended for sale or trade to the Sector Authority. Of course, they still had to pay the usual taxes and levies on their total income and their non – Sector holdings. As a compensation to the Empire, there*

would be a yearly stipend of 3% of the total gross product from the Sector. Furthermore, all funds would be paid directly into the Imperial treasury. Lastly, 9% of all materials and 20% of strategic rare elements would be given directly to the Empire for its military build - up. Many well known companies such as TaggeCo., Bank of the Core, Kuat Drive Yards, Rendili StarDrive, Cybot Galactica, Corellian Engineering Corp, and various others would be among the 'sponsors' of the Corporate Sector Authority.

(conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook" via *TimeTales*, verbatim)

- *A purge of free speech on Adarlon is carried out under Palpatine's orders by Babel Torsch.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6: Tramp Freighters")

- *The line of assassin droids to which Waric Nane's droids will belong during his move for power on Danoor 26 years later, goes out of service.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Galaxy's Edge")

- *The Anointed People, the name used by a race of reptilian humanoids native to the planet which the called Masterhome, reach a feudal level of society – which splits their people into two classes: the Godlings, who were rulers and priests of the planet; and the Unwashed, which were the serfs and laborers. All of the Anointed People were ruled by a supreme leader known as the Godking. Despite their fearsome appearance and disparate societies, there were very few wars in their history.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Campaign Pack" via *TimeTales*, verbatim)

- *Using the lure of keeping the Mining Guild "independent," Palpatine seduces the Guild to align with the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse," *Crimson Empire II*, and *Star Wars: Episode V*—"The Empire Strikes Back" via *TimeTales*, paraphrased)

- *The NewsNet known as* Smuggler's Scuttlebutt *is created.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)

- *Anakin Skywalker's wife, Queen Amidala, dies.*

(conjecture based on the knowledge from *Return of the Jedi* that she dies when Leia was "very young," and figuring in the fact that Leia was born sometime between 20 and 18 BSW4)

- *10-year-old Quayce runs away from home by stowing away on a pirate ship. When she is found, she is taken in as a steward for the next six years.**

(conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Roy and Chop Harlison's parents are killed The children come into the care of the Rabid Mynocks.**

(conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Serv-O-Droid goes out of business.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Han Solo and the Corporate Sector Sourcebook")

- *Drigor Tarrens discovers an abandoned space station that was once used to study the Gandle Ott region. He brings it to the attention of the Qektoth Confederation, of which he is not a member, but a friendly contact.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")

- *Chel Dorat, a captain in the Old Republic Navy and later the Imperial Navy, is promoted to the Imperial General Staff.**

(conjecture based on *Loyalties*)*

***NOTE: This assumes that Palpatine declares himself Emperor in *Attack of the Clones*, since Dorat is said to be promoted shortly after Palpy becomes "Emperor" and the Republic officially becomes the Empire. This will most likely change, or at least be bumped to another year, when we see the rest of the *Prequel Trilogy* on-screen.**

- *After two years running the Greel Wood Logging Corporation, Xenon Nnaksta takes a vacation from work for six years and enters a fringe survival school. While there, he meets Adazian Liebke.**

(conjecture based on *The Greel Wood Haven*)*

***NOTE: *The Greel Wood Haven* uses the term pro-Alliance several times to speak of anti-Empire groups, but it is clear by the suggested timing of these events that it is *not* the Rebel Alliance at this point, but simply anti-Empire rebels.**

- *The Neimoidians, an offshoot of the Duros species millennia old, still reeling and scattered after the dissolution of the Neimoidian Trade Federation, finally reemerges into galactic society, having integrated themselves back into their own subsection of Duros society after millennia.*

(conjecture based on *Dark Empire Handbook* and *The University of Sanbra Guide to Intelligent Life: The Duros*)

- *As the Empire begins to bury any references to the Jedi in historical records, Hess Korrin's antiquities section on Obroa-Skai is shut down by the Imperial Security Bureau. Hess snaps and seeks to protect the memory of the Jedi. His manager gets him offworld, but is killed when they arrive on Aduba-3. Luckily, the Imperials had no idea Hess was there. In the years to come, Hess will take the name Don-Wan Kihotay and pretend to be a Jedi. Ironically, he* is *slightly Force-sensitive, but his low midi-chlorian count saved him from being taken as a Jedi student and thus dying in the Jedi Purges that killed his Jedi idols.*

(conjecture based on *The Starhoppers of Aduba-3)*

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Paradise Snare [continued] (novel: A. C. Crispin)

Ylesian Dreams [flashback] [continued]

17 BSW4

- *Tinian I'att is born.*

(conjecture based on *To Fight Another Day*)

- *Nadra Enasteri is born to Charis and Neth Enasteri on Rhamalai.*

(conjecture based on *The Occupation of Rhamalai*)

- *Selby Jarrad is born.*

(conjecture based on *Conflict of Interest*)

- *Taryn Clancy is born.*

(conjecture based on *Retreat From Coruscant*)

- *Deen Vorsoon is born.*

(conjecture based on *Slaying Dragons*)

- *Kella Rand is born.*

(conjecture based on *Kella Rand Reporting*)

- *Kaleb Darme is born.**

(conjecture based on *Kella Rand Reporting*)*

***NOTE: This assumes Darme is 25 in *Kella Rand Reporting*.**

- *Niclara Varnillian is born on Alderaan.*

(conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)

- *Drake Paulsen is born. His mother is in poor health from childbirth and dies a short time later in the care of his father, Kaine Paulsen. As Kaine cares for his*

wife in her last moments, Drake is in the care of Tra'Parr'Sratt, a Coynite warrior who calls the young Drake, "Lom," the Coynite word for "freedom."
(conjecture based on *Out of the Cradle*)

- *Auren Yomm is born.*
(conjecture based on *Droids: The Adventures of Mungo Baobab*—"Roon Games")
- *Trell'yar is born on Kothlis.*
(conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Happy Go Lucky is born.*
(conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #3)
- *Erik Lauderslag is born.**
(conjecture based *Rebel Bass*)*

***NOTE: This assumes that Erik is not the oldest of the Far Cry band as of *Rebel Bass*, and that *Rebel Bass* takes place 1 BSW4.**

- *Hannis D'lund is born.**
(conjecture based *Rebel Bass*)*

***NOTE: This assumes that Erik is not the oldest of the Far Cry band as of *Rebel Bass*, and that *Rebel Bass* takes place 1 BSW4.**

- *Jaalib Brandl is born. Shortly thereafter, his father, Adalric Brandl, leaves Trulalis. He grows in his Jedi abilities, finally falling to the Dark Side sometime within the next few years and becoming a pawn of Palpatine.*
(conjecture based on *The Final Exit*)
- *Princess Mora of M'Haeli is born. She is spirited away from the new Imperial government of the planet by Ch'no.*
(conjecture based on *River of Chaos*)
- *When members of the Tetsus clan on Rodia begin refusing to join in gladiatorial hunts against their own species, Navik the Red and the Chattza clan come and begin slaughtering them. Many of the Tetsus clan, including Neela, Nok, and the two-year-old Greedo are able to escape to a new world.*
(conjecture based on *A Hunter's Fate: Greedo's Tale*)
- *The Bayonet-class Light Cruiser is developed by Sienar Fleet Systems.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Planets of the Galaxy: Volume Three" via *TimeTales*, abridged)
- *Life Preservation Programming is given to the subroutines which every droid was required to have in their operational computer memory. Known as LPP, this programming was mandatory under the laws of the New Order, and prevented a droid from "experiencing the compulsion to do harm to an organic being." This programming could be overridden, but this act was considered a Class Two or higher crime by the Imperial Penal References.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, verbatim)
- *The Droid Statutes, laws to cover crimes perpetrated by droids, are enacted around this time.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *Bendbelly Dark, a beer, becomes popular.*
(conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, abridged)
- *Evitch Jenton is made Governor of Ebra. He institutes martial law and begins enslaving the Ebranites.*
(conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, abridged)
- *Boss Tosk, a crimelord, comes to power in the Tapani Sector.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)

- *In the Tapani Sector, Hose Mecetti attempts to wipe out House Pelagia in the Mecetti Purge. House Pelagia manages to get the younger siblings of Theus Paddox out of the line of fire, allowing House Palagia to begin rebuilding.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Boo Rawl begins piloting.*
  (conjecture based on *Slaying Dragons*)
- *The Empire executes the government of the Trans-Nebular sector, establishing a puppet state under the rule of Moff Nebin Cray. Reviewing the records of his predecessor, Cray rediscovers the planet Goroth, forgotten for centuries. More importantly, he learns of the high concentration of the hyperbarides on the planet. Cray's call for annexation go unanswered – the Empire is spending too much money on building up the military to bother with the planet at the moment. But neither can they leave it alone. Cray strikes a deal with various megacorporations to come in and mine the planet, under his supervision. Goroth becomes little more than a slave world.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Goroth: Slave of the Empire" via *TimeTales*, verbatim)
- *During the Battle of Thovinack, Hrovan Toth's wife, Tisha Rostek, is killed. For her safety, Toth sends their daughter, Samona, to live on Isis*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #11)
- *Michael Unther joins the Imperial Navy.*
  (conjecture based on *A World to Conquer*)
- *Talsava abandons her daughter, Akanah Pell, on Carratos.*
  (conjecture based on *Shield of Lies*)
- *Prince Denid of Velmor is ousted by Imperial elements on his homeworld. He flees with his betrothed Loren and protector Jedidiah, only to crash on an unnamed jungle world, where Loren dies and Jedidiah suffers brain-damage.*
  (conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"The Last Jedi")
- *Chel Dorat, disgusted with the corruption of the Empire, retires from Imperial Navy service and goes to live on Jerrilek with his daughter, Preela.**
  (conjecture based on *Loyalties*)*

***NOTE: This is to take place shortly after his promotion to the Imperial General Staff, which, in turn, is supposed to take place shortly after Palpatine declares himself Emperor. This placement is thus predicated on the idea that Palpy declares himself Emperor in *Episode III*. It may change when we see Ep. 2 (or Ep. 3) on film.**

- *As the Emperor continues to methodically kill or otherwise dispose of all his political enemies (as well as opponents to his New Order), Bail Organa begins to move surviving opponents of Palpatine, as well as their families, to Isis. Over the years, hundreds of thousands of the Emperor's targets make their home there.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Isis Coordinates" via *TimeTales*, verbatim)
- *Though loyal to his government, Jan Dodonna had grown disturbed by the Emperor's harsh tactics. Rather than speak out and commit what he considered treason, however, Dodonna had simply offered his resignation, which was gladly accepted by younger Imperial military commanders. When the Empire determined they couldn't retain or convert Dodonna, a secret order was issued for his prompt and quiet execution. Learning of the termination instructions, Mon Mothma had sent a desperate message to inform him and to sway him to her cause. Dodonna initially refused; according to his rigid military standards, the Rebellion was a treasonous insurrection against the lawful government. But when Imperial assassination forces charged in unannounced and tried to kill him in cold*

blood, Dodonna fled in his nightshirt, fighting his way out. Spurred by that cowardly betrayal, Dodonna became a staunch member of the growing rebellion movement.

(conjecture based on *The Essential Chronology* via *TimeTales*, verbatim)

16 BSW4

- *Asori Rogriss is born.*
  (conjecture based on *Starfighters of Adumar*)
- *Tyria Sarkin is born on Toprawa.*
  (conjecture based on information provided by Aaron Allston to *TimeTales* via Nathan Blumenfeld)
- *Garik "Face" Loran is born on Pantolomin.*
  (conjecture based on information provided by Aaron Allston to *TimeTales* via Nathan Blumenfeld)
- *Gil Crosear is born.*
  (conjecture based on *Rendezvous with Destiny*)
- *Jimm Doshun is born.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *Allandria and Allexia Evlan are born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Ral Shawgrim is born aboard the* Panorama*.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *Pqweeduk is born.*
  (conjecture based on *A Hunter's Fate: Greedo's Tale*)
- *Kal Nkai, an Arcona, is born.*
  (conjecture based on *Star Wars Screen Entertainment* via *TimeTales*, abridged)
- *Koth Melan's father is wrongly executed for being a spy, sending Koth on the path to becoming a real one.*
  (conjecture based on *Shadows of the Empire* and *Star Wars Encyclopedia*)
- *Mammon Hoole comes out of exile, with Jabba the Hutt erasing records of his existence, in order to begin a new life as an anthropologist.*
  (conjecture based on *Army of Terror*)
- *Aalia Duu-lang is orphaned. She finds work in a Stassia City cantina and soon begins working for crime lord Hek Dallan.**
  (conjecture based on *Ringers*)*

***NOTE: This assumes that Aalia is 25 in *Ringers*.**

- *C-3PO, attending the Emperor's Ball with the Organa family, mistakes Darth Vader for a new droid, and is placed as a preschool teacher for the next year as punishment.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *The Qektoth Confederation is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign:
  The Kathol Outback")
- *A month previous to his death at Weerden, Imperial High Inquisitor Torbin visited the Corporate Sector on an inspection tour. While relaxing in an opulent pool, survivors of the religious cult Church of the First Frequency attempted to kill Torbin. Odumin, disguised as a Tynnan tourist, used his native aquatic skills to save Torbin and alert security about the would-be assassins. For his heroism, Odumin was promoted. Odumin was influential in cracking slaving and criminal operations in the Corporate Sector. He is credited with single-handedly breaking*

the Xiochi slaver gang, and his actions caused him to become the target of the Malorm gang. The criminal family nearly killed Odumin, so the Tynnan hired notorious gunman Gallandro to permanently solve the Malorm problem.
(conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook" via *TimeTales*, verbatim)

- *Lord Torbin, Grand Inquisitor of the Galactic Empire, is killed by an assassin droid on the planet Weerden. Though no replacement would be found for Torbin, the Inquisitorius continued on until the shakedown of the Imperial Civil War.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *Bakur Mining Corporation develops a cure for the genetic defect threatening the Kurtzen. The species begins to grow in number again.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Roy Harlison begins riding swoops.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

15 BSW4

- *Qui Xux is born on Omwat.*
  (conjecture based on *Jedi Search* and *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *Morgan Q. Raventhorn is born.*
  (conjecture based on *Special Ops: Shipjackers*)
- *Yuri Stonelaw is born.*
  (conjecture based on *The Draw*)
- *Zorba the Hutt is sentenced to 20 years on the planet Kip.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Han Solo begins playing sabacc.*
  (conjecture based on *Hero's Trial*)
- *Keelii Mazral joins the ThunderForce mercenary unit.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *The Imperial Symphonic Orchestra performs beyond the Core Worlds for the last time for the next 15 years.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Roa begins seeing Lwyll.*
  (conjecture based on *The Hutt Gambit*)
- *Daine Winger dies while serving in the military.*
  (conjecture based on Charlene Newcomb's website)
- *On Nespis VIII, Darth Vader destroys a Jedi library and Jedi Knight Aidan Bok.*
  (conjecture based on *Ghost of the Jedi*)
- *The Justice Action Network, an anti-Imperial movement, is born on Findris.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)
- *Vuffi Raa and his master arrive at Renatasia to update the far-flung civilization on galactic affairs.*
  (conjecture based on *Lando Calrissian and the Flamewind of Oseon*)
- *The Rego Mineral Company discovers Altor 14 and strikes a deal with the indigenous Nuiwit to mine the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")

- *The Galactic Empire takes over Lan Barell, though there is very little lasting Imperial influence.*
  (conjecture based on *Lan Barell*)
- *By this time, Dayla Kev has come to be known as Lady Ahrkan, and has become somewhat wealthy.*
  (conjecture based on *Welcome to the Jungle*)
- *The AirPatrol II craft is developed by Bespin Motors.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, abridged)
- *Thila, supposedly a slaver, becomes increasingly famous (or infamous) for her slaving exploits, while she's truly helping people get to freedom.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 9: Tramp Freighters")
- *Several worlds finally begin to rebel against the Empire openly. The rebellious activities are soon snuffed out, but serve as martyrs for other rebels to rally around.*
  (conjecture based on *Star Wars Encyclopedia*)
- *Bail Organa takes his daughter Leia to an animal fair on Alderaan, where the young princess is spit upon by a nerf. She grows up hating the creatures and those who herd them.*
  (conjecture based on *The Essential Guide to Alien Species* via *TimeTales*, verbatim)
- *Neth Enasteri leaves Rhamalai to work against the Empire.*
  (conjecture based on *The Occupation of Rhamalai*)
- *Lyle Lippstroot begins working as Vop the Rodian's bookkeeper.*
  (conjecture based on *The Great Herdship Heist*)
- *Lorn Moonrunner (actually Corvus Langlier) brings his family to Rhamalai and goes into hiding with them.*
  (conjecture based on *The Occupation of Rhamalai*)
- *A young girl fancying herself a bounty hunter speaks with Nikk Zavod about a partnership. When he says yes, she takes him to her ship. That's all he was interested in, though, so when she checks the thrusters, he ignites it and flies off, leaving her for dead. Her quarry had been Chewbacca, but now Chewbacca emerged from hiding to saver her life. Chewie's medical droid fixes her up as best as possible, and when the young girl hears Chewie mumbling the name "Malla" (for Mallatobuck) in his sleep, she takes the name Mala Mala, which she will go by for the rest of her life. Chewie leaves her in good hands on the planet, and goes into hiding once again. (To be continued below . . .)**
  (***Chewbacca***)*

***NOTE: This assumes that Mala Mala was around 40 years old or so when R2-D2 and C-3PO interview her about her encounter with Chewbacca. This would also make her in her mid-to-late teens during *Vader's Quest*. Feel free to correct me. For now, take the placement as a best guess.**

Chewbacca [continued] (comic series: Darko Macan)*

Chewbacca, Part II [flashback] [continued] (comic: Darko Macan)*

Chapter 4: Mala Mala [flashback]*

***NOTE: This assumes that Mala Mala was around 40 years old or so when R2-D2 and C-3PO interview her about her encounter with Chewbacca. This would also make her in her mid-to-late teens during *Vader's Quest*. Feel free to correct me. For now, take the placement as a best guess.**

14 - 12 BSW4

- *Leia Organa attends the Time of Meeting on Ithor.**
  (conjecture based on *Children of the Jedi*)*

***NOTE: Since we've not yet seen *Episode III* and thus don't know the exact birth year of Leia, I've simply added four years (since Leia's six years old at the time of this event) to both dates**

from *Episode III*'s year. When we know Leia's birthyear for certain, this will be transposed into a regular year entry for either 14 BSW4 or 12 BSW4. Either way, Leia is 6 when this happens.

14 BSW4

- *Cray Mingla is born.**
  (conjecture based on *Children of the Jedi*)*

***NOTE: Thanks to "Logray the Physician Ewok" for the heads-up. I'd remembered her younger than Luke and assumed she was a year younger, when she was actually 26 in COTJ, when Luke is either 32 or 30, depending on if you go by the 18 BSW4 or 20 BSW4 birthdate for Luke and Leia.**

- *Alec Lamere of the House Barnaba is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Terkuss is born on Plesstil.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")
- *Aliea Tanner is born.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)
- *Beidlo is born.*
  (conjecture based on *Galaxy of Fear: The Brain Spiders*)
- *Shana Turi is born on Sundari.*
  (conjecture based on *Mission to Zila*)
- *Tendra Risant is born on Secorria.*
  (conjecture based on *Ambush at Corellia*)
- *Mistal (or whatever the original name of Duchess Mistal was) is born on Dargul.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *The first Ylesian colony, a spice slave camp, is founded by Teroenza.**
  (conjecture based on *The Paradise Snare*)*

***NOTE: One could also argue that this takes place 15 BSW4 instead of 14 BSW4. I have placed it at 14 BSW4 because Teroenza says it was created nearly five years earlier, suggesting just under five years (i.e. four years) earlier for the construction date.**

- *Vin Northal graduates from the Imperial Academy and is placed under Crix Madine's command.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")
- *After the death of Captain Twolz on Niian, Dannen Lifehold and Krell arrive on Alderaan and set up a small repair shop.**
  (conjecture based on *Breaking Free*)*

***NOTE: This entry assumes that Dannen Lifehold and Krell worked together on Alderaan for 3 years. The actual *Breaking Free* biography of Dannen Lifehold says "a few years."**

- *Luke Skywalker uses the Force for the first time (to help Beru Lars) and is greatly scolded by Owen Lars.*
  (conjecture based on *Children of the Jedi*)
- *According to some of the various rumors about his past, Boba Fett (Jaster Mereel) leaves Mandalore and briefly enters Imperial stormtrooper training, but soon goes AWOL and, with his Mandalorian Supercommando armor, becomes a bounty hunter.**
  (conjecture based on *The Last one Standing*--"The Tale of Boba Fett," *Classic Star Wars: A Long Time Ago…*--"The Search Begins" and *The Hutt Gambit*)*

***NOTE: Like I've said in earlier Fett-based entries, these are merely rumors. His true background will be revealed in *Episode II* or *III*. The reason for this entry being at 14 BSW4 is a reference to him being a bounty hunter for 10 years as of *The Hutt Gambit*'s segment that takes place in 4 BSW4. Interestingly enough, this comment in THG may actually make sense,**

given that Fett is said to, dating back from *Episode II*, have been born twenty years before this event.

- *The Dushkan League is taken over by the Empire, who then use N'Zoth for shipyards and the Yevethans for slave labor.*
  (conjecture based on *Before the Storm*)

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- *Tash Arranda is born on Alderaan.*
  (conjecture based on *Galaxy of Fear: Eaten Alive*)
- *Jem Ysanna is born on Ossus.*
  (conjecture based on *Dark Empire II*)
- *Durrei is born.*
  (conjecture based on *Relic*)
- *Zeth Durron is born on Deyer.*
  (conjecture based on *Dark Apprentice*)
- *Gondara is born.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #10)
- *Princess Kalieva K'ntarr is born to King Rilvvan K'ntarr and his wife on Rhydonni Prime.**
  (conjecture based on *Easy Credits*)*

***NOTE: This assumes "late teens" can be rounded to 17-years-old in *Easy Credits*.**

- *Byss is opened to the public by Palpatine, where he begins to draw from the lifeforce of the inhabitants and visitors to sustain himself.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *The Royal Imperial Shockball League is formed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, paraphrased)
- *The Astrogation Plotter finds a following among smugglers and independent spacers, as a backup to their nav computers.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Smuggler's Guide" via *TimeTales*, abridged)
- *Nell Wenn, a 16-year-old Police Academy student on Deysum III, discovers corruption in the constabulary and tries to root it out. As a result, her boyfriend is killed, she is nearly killed, and she is essentially run off the planet. She goes into business as the bounty hunter "Mendegar."*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *While playing on the cliffs near Mount Usca on Garos IV, Dair Haslip is injured, but his friend Jos Mayda risks his own life to get Dair to safety.*
  (conjecture based on *Turning Point*)
- *Imperials come to Trulalis to find Adalric Brandl. When they do not find him, stormtroopers kill his abandoned wife, leaving their son, Jaalib alone.*
  (conjecture based on *Uhl Eharl Khoehng*)
- *Zevel Hortine dies, leaving his ship and reputation to Kaj Nedmak.*
  (conjecture based on *Crimson Bounty*)

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- *Zak Arranda is born on Alderaan.*
  (conjecture based on *Galaxy of Fear: Eaten Alive*)
- *Leonia Tavira is born.*
  (conjecture based on *I, Jedi*)
- *Fidge is born.*
  (conjecture based on *Droids: The Great Heep*)

- *Niosa Bliana is born.*
  (conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, paraphrased)
- *Faarl the Conqueror is born on Korlings.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Wanted by Cracken")
- *Malindan Gevarak is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Teneniel Djo is born on Dathomir.*
  (conjecture based on *The Courtship of Princess Leia*)
- *Terek Rogriss is born.*
  (conjecture based on *Starfighters of Adumar*)
- *Tereb Ab'Lon begins his career in politics.*
  (conjecture based on *Droid Trouble*)
- *Mako Spince enters the Caridian Academy.*
  (conjecture based on *The Hutt Gambit*)
- *Matt Turhaya and Anii Degarienne are married. Shortly thereafter, Anii's parents move to Janara III, while Matt and Anii move to Carida so that Matt can enter the Academy.*
  (conjecture based on Charlene Newcomb's website)
- *When Imperials put down an uprising in V'eldalv on Ryvellia, Sienn Sconn's parents are killed. He is taken in by his uncle, Cryle Cavv, and taught the thieving trade.*
  (conjecture based on *One of a Kind*)
- *Upon setting down in Gallisport, Quayce jumps ship and joins the Rabid Mynocks.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH and that "a few years" can be assumed to be 5.**

- *Vin Nothal is given his own command in the Imperial forces.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *Amaiza and Jodelle Foxtrain are preyed upon by Quatrain Pudundruh, who says he will manage their dancing/tumbling act.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: This assumes Amaiza is 30 at the time of the defeat of the Cloud Riders on Aduba-3.**

- *Labria will come into possession of a bottle of Dorian Quill that is bottled this year.*
  (conjecture based on *Empire Blues: The Devaronian's Tale*)
- *Han Solo is named Junior Speeder Champion of Corellia.*
  (conjecture based on *The Paradise Snare*)
- *Jimm Doshun's parents are killed in a high-hound attack. The villagers of Onacra take to collectively raise him, but his main caretaker will be the reprogrammed tractor droid FE-9Q.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *Han Solo is caught cheating at cards on Jubilar and is forced to participate in Regional Sector Number Four's All-Human Free-for-All. Solo barely wins. A cocky Han then tries to strike Shrike, whose return strike wrecks Solo's mouth so badly that Delwanna must feed him mush for a week.*
  (conjecture based on *The Paradise Snare*)
- *Boba Fett goes to Jubilar to kill Hallolar Voors and sees Solo's fight. (To be continued below . . .)*
  (***The Last One Standing: The Tale of Boba Fett***)
- *Kaine Paulsen begins smuggling for Abdi-Badawzi, taking his son, Drake, on his runs.*

(conjecture based on *Out of the Cradle*)

- *Hella Brun becomes bodyguard to Bequesh.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Shintel Downtime")
- *Kentor Sarne, while on a mission in the Kathol Sector with his fellow Imperials, finds himself and his comrades hurtling through the Kathol Rift. Somehow surviving, they discover the planet Kathol, where they meet the DarkStryder creature. Sarne speaks with the being and strikes a bargain to receive mysterious DarkStryder technology in return for one day returning with hyperspace technology for DarkStryder. Sarne then kills his fellow crewmen who found Kathol and returns to the Empire, awaiting the day when he will make his way back to Kathol.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Endgame")
- *A second Ylesian colony is created.*
  (conjecture based on *The Paradise Snare*)
- *After six years in survival school, Xenon Nnaksta returns to his duties directing the Greel Wood Logging Corporation.**
  (conjecture based on *The Greel Wood Haven*)*

***NOTE: *The Greel Wood Haven* uses the term pro-Alliance several times to speak of anti-Empire groups, but it is clear by the suggested timing of these events that it is *not* the Rebel Alliance at this point, but simply anti-Empire rebels.**

The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)

"Jubilar, Part I" Section

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- *Falynn Sandskimmer is born on Tatooine.*
  (conjecture based on *Wraith Squadron*)
- *Fia, daughter of Spang, is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Shintel Downtime")
- *Zakarisz Ghent is born on Baroli.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Dev Sibwarra is born on Chandrilla.*
  (conjecture based on *Truce at Bakura*)
- *Stuart is born to Trux Zissu.*
  (conjecture based on *Emergency in Escape Pod Four*)
- *Tahji Panagakos is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Sands of Socorro" via *TimeTales*, verbatim)
- *Alex Turhaya, who will come to be renamed "Alex Winger" when adopted, is born to Matt and Anii Turhaya on Carida.*
  (conjecture based on *Turning Point*, *Rendezvous with Destiny* and Charlene Newcomb's website)
- *Iona Wince is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")
- *West and Nieka Haslip, parents of Dair Haslip, die in an accident.*
  (conjecture based on *Turning Point*)
- *Dannen Lifehold, needing funds to purchase his own ship, goes to Linkaas, a loanshark, for the credits. He purchases the* Lifeline*, but is indebted to Linkaas for the next ten years.*

(conjecture based on *Breaking Free*)

- *Mitth'raw'nuruodo (Thrawn) brings some of his own Chiss people (Cyndic Mitth'raw'nuruodo's Household Phalanx division of the Chiss Expansionary Defense Fleet) to Niruan and has them keep his fortress, the Hand of Thrawn, ready for a day when those resources will be needed. He will come to include many of his loyal Imperial officers in this mission in the years to come.*
  (conjecture based on *Vision of the Future* and *The University of Sanbra Guide to Intelligent Life: The Chiss*)
- *Data Equity Management, Incorporated (DEMi) is founded.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, abridged)
- *Executions of Enemies of the Empire are held in private for the last time until after the Battle of Yavin. They will henceforth be public during New Year Fete Week.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *The Empire comes to Tatooine.*
  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *When Quatrain Pudundruh ends up needing extra money to save his own ass, he sells Amaiza and Jodelle Foxtrain into slavery to the Black Hole pirate gang. A short time thereafter, Jodelle is killed in a raid.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: This assumes Amaiza is 30 at the time of the defeat of the Cloud Riders on Aduba-3.**

- *Bria Tharen joins the Ylesian colony.*
  (conjecture based on *The Paradise Snare*)
- *A third Ylesian colony is created.*
  (conjecture based on *The Paradise Snare*)
- *Platt Okeefe runs away from home.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Platt's Starport Guide")
- *Soontir Fel is forced to attend the Caridian Academy.*
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Blood and Honor—'The Making of Baron Fel'")
- *The Qom Jha on Niraun discover deadly tentacle-like creatures in deep caves on the planet.*
  (conjecture based on *Vision of the Future*)
- *Mrrov comes to Ylesia, eventually joining the second Ylesian colony before her intended mate, Muuurgh, can arrive.*
  (conjecture based on *The Paradise Snare*)
- *Ord Antalaha starts being used as a stopover for smugglers and pirates.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Pirates and Privateers" via *TimeTales*, abridged)
- *The Galactic Empire makes contact with the Amanin of Maridun. Shortly after his stay, the Empire leaves Maridun, but the slave trade is taken up by Jabba the Hutt.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Searching for his intended mate, Mrrov, Muuurgh comes to Ylesia, where he stays on as a guard for Teroenza when he doesn't find his mate, and lacks the funds to continue his search.*
  (conjecture based on *The Paradise Snare*)
- *Vin Northal joins the Emperor's Royal Guard.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Rebel Operatives")

- *Samire Mandel, daughter of Fabritech CEO Kvarn Mandel, vanishes without a trace.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 9: Mos Eisley")
- *Han Solo and Dengar participate in a swoop race. Han wins but Dengar is gravely wounded. The Empire will offer to make him into a cybernetic assassin to save his life.*
  (conjecture based on *The Paradise Snare* and *Payback: The Tale of Dengar*)
- *Han Solo is named Junior Speeder Champion of Corellia for the second year in a row. He also becomes champion for the entire Corellian system.*
  (conjecture based on *The Paradise Snare*)
- *For one reason or another, Han Solo angers Garris Shrike and endures a punishment session, after which he cannot walk for two days.*
  (conjecture based on *The Paradise Snare*)
- *Roy Harlison is conscripted into the Imperial army. On his first duty, he removes the speed governor from his commanding officer's swoop, causing the captain's death. He is court-martialed and discharged. He returns to Gallisport**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH, that Roy and Quayce can be assumed as the same age, and that he was conscripted at 18.**

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- *Gavin Darklighter is born on Tatooine.*
  (conjecture based on *Rogue Squadron*)
- *Balass ke Teldan is born, heir to the Adumari nation of Cartann, to Pekaelic ke Teldan. He is placed in the care of a foster family for his safety, and is known for the next 22 years as Balass ke Rassa.*
  (conjecture based on *Starfighters of Adumar*)
- *Syal Antilles takes on the name "Wyssna Starflare" and leaves home to pursue a career in acting.*
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Masquerade")
- *The Anxarta-class freighter goes out of production.*
  (conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, abridged)
- *Matt Turhaya enters the academy at Carida.*
  (conjecture based on *Passages*)
- *Dana Dregond, master painter, is named one of Kamoris' "living treasures."*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Pelav Jular, an Imperial Army Major, leaves the military and joins the Neolsse family's local militia. Jula served as a General in the Keremark armed forces, and was in command of the defense of Fortress Keremark during the height of the Galactic Civil War.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *The* Moldy Crow *is constructed.*
  (conjecture based on *Dark Forces: Soldier for the Empire*)
- *The Neuvalis Bounty Hunters Guild is formed. It would become one of the most prominent guilds, which was due mainly to the family fortunes of the Guild's founders, Marjan and Feras Neuvalis.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Galaxy Guide 10: Bounty Hunters” via *TimeTales*, verbatim)

- *Rendili StarDrive gets its last major military contract.*
  (*The Essential Guide to Vehicles and Vessels*)
- *The Republic base on Borleias is finally placed under Imperial control.*
  (conjecture based on *Rogue Squadron*)
- *Willhuff Tarkin promotes Daala to his personal staff after learning that Daala, a* female*, has been transmitting her own tactics and such using a false male persona on the Holonet. She soon becomes his lover.*
  (conjecture based on *Jedi Search* and *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *Bynder Zebb becomes a corporate scout for TaggeCo.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook")
- *Shimmersilk capes go out of fashion.*
  (conjecture based on *The Great Herdship Heist*)
- *When Dawson is selected to have to work for the governing body on Tynna, the young Tynnan escapes from his homeworld.*
  (conjecture based on *The Great Herdship Heist*)
- *Rooty the Gragmaloid comes to Nar Shaddaa.*
  (conjecture based on *Unusual Suspects*)
- *Bail Organa points out Gilad Pellaeon to Leia at the Grand Alderaan Gathering.*
  (conjecture based on *Vision of the Future*)
- *The Lotran force behind the Reslian Purge is finally stopped by the Imperial Navy.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 12: Aliens--
  Enemies and Allies")
- *The members of Sonic Free, musicians speaking against the Emperor, are arrested. Only their lead performer, Skawn Bonduna, escapes.*
  (conjecture based on *Bounties to Die For*)
- *The Empire builds a swoop racing arena on Travnin to life morale of workers. The arena collapses during the opening ceremonies due to shoddy construction.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 6: Tramp
  Freighters")
- *Han Solo is named Junior Speeder Champion of Corellia for the third year in a row.*
  (conjecture based on *The Paradise Snare*)
- *Han Solo manages to escape from Shrike's ship, the* Trader's Luck*, but Delwanna is killed in the process. He manages to stow away on* Ylesian Dream*, a drone ship and make his way to Ylesia, a place noted for two things--recreation and a spice-mining operation run by Teroenza (a t’landa Til) and Zavval the Hutt, under the command of Aruk the Hutt. He uses the alias of Vykk Draygo to land a piloting job for Teroenza, figuring he can escape if he ever grows weary of the place (which is increasingly possible given the erratic weather he will be flying in and the telepathic “good vibes” addiction that the t’landa Til are using to keep “devotees” working), but he is assigned a Togorian “bodyguard” named Muuurgh, who is ready to stop him from escaping. Han ends up meeting Bria Tharen, a pilgrim who works in the spice factory. Bria at first blows him off, but his Corellian charm begins to sway her. Soon, Han makes a run of spice for Teroenza and ends up being attacked. He makes a hasty escape to a nearby planet, Alderaan. While on Alderaan, Han meets Bornan Thul and Aryn Dro. After unsuccessfully trying to sell the spice load and cover it up by saying it was stolen, Han returns with Muuurgh and the spice to a highly grateful Teroenza. Teroenza allows him to have his blaster back, and heaps praise on him. After speaking with Jalus Nebl, the other pilot for the operation, Han realizes that he has to get Bria (who has yet*

to tell him her name) off the planet. It seems that a year after arrival, most pilgrims are sold as slaves. He soon meets with Teroenza. During the meeting, he meets Zavval the Hutt, who confirms that it looks like the attack on Han's ship was made by forces loyal to Jiliac and Jabba the Hutts. He suggests that they might like for Pilgrim 921 (Bria) to take care of Teroenza's disorderly antique collection, given that she was studying the subject before becoming a pilgrim. He also learns that the Exaltation is actually a telepathic variation on t'landa Ti mating facets. He meets Bria again, finally learning her name. He also manages to record the entire conversation, which should be enough to prove to Bria that she is being duped. After a few months, Han finally plays the recording for Bria. She decides to join Han in escaping from Ylesia. Their plan is to steal some of the small, rare antiques and escape aboard a stolen ship. Muuurgh hears this and is about to kill Han when Han reveals that Bria believes she has seen Mrrov, Muuurgh's intended mate, at another colony. That means Teroenza has been lying to him, which makes his vow of honor to serve Teroenza void. They plot to not only escape, but free Mrrov and escape with her as well. The quartet manages to escape from Ylesia just hours before Mrrov is to be sent off the planet, at high cost to the Ylesian operation--Zavval is killed by a falling ceiling, part of Teroenza's art collection is stolen, and the factory that processes the glitterstim is destroyed (which one could say is the highest costing diversion in Han's life thus far). After a stop at Togoria for Muuurgh and Mrrrov's marriage, Han and Bria head for Corellia to take Bria, now in Exaltation withdrawal, to her family. Bria's family is less than approving of Solo, now Bria's significant other. Her mother is generally disapproving. Her brother tries to call CorSec. It is only her father, Renn, who stays their hand. Things get even worse when Bria's old fiancé recognizes Han as the winner of the swoop races years earlier, under an alias. After stashing one of the items taken from Teroenza, Han and Bria then head to Coruscant to prepare for Han's entry into the Imperial Academy. Once there, however, Bria's drug problems and love for Han eat at her inside until she finally leaves him, leaving behind a sizable amount of money from her father to help him in the future. A despondent Han is then accepted to the Academy, though it no longer holds the prominence in his mind that it did with Bria by his side. Soon before he can begin classes at the academy, Shrike catches up with him and attempts to collect the bounty on him that the Hutts have offered in response to the Ylesian fiasco. Shrike is murdered by another bounty hunter who wishes to take Han in, and Han must subsequently kill the new bounty hunter to escape. He blasts the hunter's face to remove his retinal patterns and puts his old fake ID cards on the body. Now, with his own retinas altered earlier, Han Solo is an upstanding Imperial citizen with no aliases. Han is able to begin his classes, proceeding to gain the rank of Cadet in the Imperial Navy. As our story closes, Han steps aboard the Imperator*, bound for Carida, and his future . . .*

(***The Paradise Snare***)

- *On Coruscant, Jedi Master Darrin Arkanian and his young friend, Corwin Shelvay, are attempting to find Captain Rashh and, to put it bluntly, get the hell outta Dodge. They are stopped by Imperial High Inquisitor Tremayne. Darrin and Tremayne duel, but Corwin is caught by Tremayne's Imperial stooges. Tremayne tells Darrin to lower his lightsaber or watch Corwin die. Darrin does as he is asked, only to be murdered by Tremayne while his guard is dropped.*

  Corwin, Darrin's Padawan it seems, takes Darrin's weapon and cuts off one of Tremayne's arms and cuts Tremayne's face before escaping. Tremayne is taken to bacta treatment and receives a prosthetic arm and facial apparatus. His Master, Darth Vader, is pleased that Darrin was destroyed, but is angered at Tremayne's failure to take down Corwin as well. Tremayne vows not to fail Vader again.

  (***Dark Vendetta***)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
The Paradise Snare [continued] (novel: A. C. Crispin)
Trader's Luck
Ylesian Dreams [continued]
Crash Landing
Muuurgh
Spice Wars
Alderaan and Back Again
Bria
Revelations
Lost and Found
Farewell to Paradise?
Escape Velocity
Togoria
Return to Corellia
Down and Out on Coruscant
Out of the Fire
Rebirth
Dark Vendetta [continued] (SWGM8 short story: Eric Trautmann)
Dark Vendetta [continued] (SWGM8 short story: Eric Trautmann)

9 BSW4

- *The fifth recorded "Death Wave" ravages the planet Chad.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Luke Skywalker gets a case of dust fever.*
  (conjecture based on *Star Wars Journal: The Fight for Justice by Luke Skywalker*)
- *Lando Calrissian gambles with Quaffug the Hutt and wins the Hutt's ceramowerx complex from him.*
  (conjecture based on *The Bounty Hunters: Scoundrel's Wages*)
- *Kibbick the Hutt is assigned to Ylesia to replace the dead Zavval.*
  (conjecture based on *The Hutt Gambit*)
- *While visiting Anii Turhaya's parents on Alderaan, Matt Turhaya is told by Anii's mother to open his eyes so that the truth about the Empire will be revealed to him.*
  (conjecture based on Charlene Newcomb's website)
- *Ob Khaddar of Alderaan creates a botanic "portrait" of Palpatine for his state visit, but makes sure that on the day Palpatine views it, it will blossom with another set of plants which will show the portrait's Palpatine to be withering and decaying.*
  (conjecture based on *The Illustrated Star Wars Universe: Alderaan Entry*)
- *Klorr Vilia and Zorneth create savorium, a euphoric drug. Those who take the drug are known as "smilers," and soon become used as slave labor due to how excessively accommodating they become. An assistant to the two botanists manages to steal some savorium and place in on the black market, precipitating a horde of new "smilers" appearing nearly overnight.*
  (conjecture based on *Droids: Season of Revolt*)
- *Eisen Kerioth is the only survivor when an entire stormtrooper escort is shot to pieces around him. From then on, Kerioth must walk with a swagger stick.*
  (conjecture based on *Tinian on Trial*)
- *The Cirra Mace is stolen by a Seela. The thief is caught before escaping from the Aramand Cluster, but by then, the Mace has been sold.*
  (conjecture based on *From the Files of Corellia Antilles*)

- *On Dathomir, Gethzerion, the second daughter of Mother Augwynne of the Singing Mountain Clan, becomes driven to take over the clan in order to let her more Dark Side-driven interpretations of* The Book of Law *be taught. She seeks out Baritha, another malcontent, and the two try to assassinate Augwynne. Instead, Gethzerion's youngest sister, Kara'Teel, is killed, and both Baritha and Gethzerion are banished. In banishment, they are attacked by three other outcasts. They kill two, but the third wishes to join them, and Gethzerion begins plotting to create her own clan of Nightsisters. They begin capturing other Witches in raids, offering them survival in return for allegiance. Even Baruka, Gethzerion's other sister, joins, hoping to turn Gethzerion back to the Light.**

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")*

***NOTE: I set this here, four years before the Imperials arrive (and then leave) Dathomir in order to allow the Nightsisters under Gethzerion to become "already strong" by that time, as the book states.**

8 BSW4

- *Palpatine's usage of the Dark Side and his age combine to make him gravely ill. Upon killing a Jedi Master named Ashka Boda, he finds a Holocron which teaches him how to transfer his consciousness into a clone body, thereby cheating death. He does this for the first time shortly thereafter.**

(conjecture based on *Dark Empire*)*

***NOTE: I base this date on the idea that before Carnor Jax ordered the sabotage of Palpatine's clones, a clone would last, as *Dark Empire* implies, about four years or so. The accelerated aging of the clone would account for the vast difference in appearance of Palpatine in *The Empire Strikes Back* and *Return of the Jedi* (of course, in reality it was just different actors, but this date tidies that up quite a bit). This is one of the more conjectural dates that I have on the timeline, so consider it an educated guess, not something set in stone by Lucasfilm.**

- *All key industries on Mecetti worlds are nationalized.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

- *Rigis Corazon acquires Gryseium Incorporated from Eib. After this transaction, Eib retires.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Supernova: The Mynock Conspiracy")

- *Dengar begins flying the* Punishing One*.*

(conjecture based on *Payback: The Tale of Dengar*)

- *Venthan Chassu's Selonian nudes are last shown to the public at Corellia's Fine Arts Museum.*

(conjecture based on *Side Trip*)

- *Andi Tolen is caught stealing. When her target attacks her, she ends up shooting him with his own blaster, taking her first life. She discovers that it is a "kill or be killed" galaxy and begins honing her survival skills, eventually beginning to work for Herogga the Hutt.**

(conjecture based on *Star Wars: The Roleplaying Game* profile for Andi Tolen, found on the Wizards of the Coast website)*

***NOTE: This assumes she was born 20 BSW4.**

- *Dean Lado assassinates the leader of the Spiders in Gallisport and is soon unanimously made their new leader. He will come to bring other gangs under the Spider banner and make them a force to be reckoned with.**

(conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH, and that Lado can be assumed the same age as Quayce and Roy.**

7 BSW4

- *Belindi Kalenda is born.*

(conjecture based on *Ambush at Corellia*)

- *Kyp Durron is born in the Anoat system in the Deyer colony*.
  (conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *Allania Jakien is born on Bespin*.
  (conjecture based on *Star Wars: The Roleplaying Game*--"Movie Trilogy Sourcebook")
- *Del Hunter becomes a Rebel.*
  (conjecture based on *Passages*)
- *Gara Petothel's parents, both working in Imperial Intelligence, are arrested and executed for an unspecified treason. Gara becomes completely loyal to the Empire so that nothing like that will ever happen to her.*
  (conjecture based on *Iron Fist* via *TimeTales*, verbatim)
- *A biological weapon created under Darth Vader's orders is released (on accident) upon the Falleen homeworld. The resultant epidemic kills over 200,000 Falleen, including the family of Prince Xizor, who vows revenge against Vader.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Shadows of the Empire
  Sourcebook")
- *In the wake of the Falleen disaster, Xizor removes all records of his family, letting his vendetta against Darth Vader be carried out in secret.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *Kaleb Darme sees* Armor of Honor *for the first time. The story of the elite stormtroopers in the story have a profound impact on his life.**
  (conjecture based on *Kella Rand Reporting*)*

***NOTE: This assumes Darme is 25 in *Kella Rand Reporting*.**

- *Glah Ubooki discovers a crashed Imperial R&D vessel and, with seven brothers, salvages materials from it. After selling it to a Rebellion trader, they decide to enter the rare item market. The brothers, as an inside joke, all pretend to be the "real" Glah, while denying the existence of any of the other brothers or their shops.*
  (conjecture based on *Glah Ubooki's Strange and Wondrous Imports*)
- *Adion Lang heads off for the Imperial Academy, saying goodbye to Celia Durasha until they meet again seven years later.*
  (conjecture based on *A Certain Point of View*)
- *Tedris Bjalin graduates from the Caridian Academy.*
  (conjecture based on *The Hutt Gambit*)
- *Drigor Tarrens joins the Qektoth Confederation.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")
- *Soontir Fel graduates from the Caridian military academy and is stationed on the* Abrogator.
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Blood
  and Honor—'The Making of Baron Fel'")
- *Hargeeva welcomes the Empire. The world's feudal ruler, the elder Makintay, becomes its first Imperial Governor. Makintay's son, Stevan, heads off for the Imperial Academy.*
  (conjecture based on *Firepower*)
- *Anii Turhaya dies in a freak weapons accident at her workplace. In truth, the "accident" was sabotage. Anii's father, Lexi, was actually a Jedi Knight in hiding, and the Empire had killed her to try to get to Lexi. Matt Turhaya, her husband, is devastated. He works hard to get through is Academy exams quickly, sending*

their daughter Alex to live with Anii's parents on Janara III until he can leave to care for her.
(conjecture based on *Passages* and Charlene Newcomb's website)

- *Han Solo gains the honor of wearing Corellian Bloodstripes.*
  (conjecture based on *The Hutt Gambit*)
- *Bria Tharen begins working with a group of rebels to fight against the Empire from the inside. Among their other targets is the Ylesian slave operation.*
  (conjecture based on *The Hutt Gambit*)
- *Tedris Bjalin graduates from the Imperial Naval Academy.*
  (conjecture based on *Rebel Dawn*)
- *After the death of their leader, the swoop gang called the Rabid Mynocks votes that Roy Harlison should lead them. Roy declines and throws his support in for Quayce to lead. She is installed as the new gang leader.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Mako Spince is expelled from the Caridian academy for destroying the academy's mascot moon. He is soon cleared of all charges by Senator Simon Greyshade, who was amused by the stunt.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Wrenga Jixton is court-marshaled for his involvement in the Falleen disaster and is sent to the spice mines of Kessel, from which he will escape later*.
  (conjecture based on *Shadow Stalker*)
- *Gallofree Yards, Inc. enters the starship market and fails. Much of its small production will find its way to the Rebel Alliance in the future.*
  (*The Essential Guide to Vehicles and Vessels*)

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- *Guri is built as an aide to Xizor.*
  (conjecture based on *Shadows of the Empire*)
- *Shannon Vorsoon is born.*
  (conjecture based on *Slaying Dragons*)
- *Lord Bal Jaset begins his reign over House Melantha.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Han Solo graduates from the Caridian academy and enters the Imperial Navy.*
  (conjecture based on *The Hutt Gambit*)
- *The* Dominant *is commissioned.*
  (conjecture based on *Truce at Bakura*)
- *Gideon Tarkin I skilled during the Erhynradd Massacre. Upon his death, his daughter, Rivoche Tarkin is offered a home at Wilhuff Tarkin's estate.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, paraphrased)
- *Magir Paca begins sending information he learns through his high connections and position to the Garosian resistance.*
  (conjecture based on *A Glimmer of Hope*)
- *Ivhin Jayme lies about his age and enlists in the Imperial Army.**
  (conjecture based on *Special Ops: Shipjackers*)*

NOTE: This assumes Jayme is 25 in *Special Ops: Shipjackers.

- *Harovan Toth is put in command of Scandium Team, an infiltration unit in the resistance to Palpatine's Empire.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #11)

- *The musician Miracle Mariko dies in Imperial custody. His last surviving recordings will find their way into the hands of Kardue'sai'Malloc, AKA Labria.*
  (conjecture based on *The Last One Standing: The Tale of Boba Fett*)
- *Colonel Matthews goes to the Corporate Sector and begins making progress in the area of supplying weapons to what will become the Rebel Alliance.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *After a major bout of vertigo, Dawson swears off of space-walks, and avoids them like a plague for the next six years.*
  (conjecture based on *The Great Herdship Heist*)
- *Matt Turhaya finally sees the truth about the Empire. He deserts.*
  (conjecture based on Charlene Newcomb's website)
- *Teroenza finally restores his antique collection to a semblance of normalcy after Han Solo stole from him, wrecking the place.*
  (conjecture based on *The Hutt Gambit*)
- *A smuggling group led by Hoffner accidentally finds the Katana Fleet. Talon Karrde, a crewman, immediately recognizes what they have found.**
  (conjecture based on *Dark Force Rising*)*

***NOTE: Entry moved due to new information found on *TimeTales*. (Okay, so the new info is only that Dan Wallace, co-author of the *Essential Chronology* corrected their dating to 6 BSW4 from wherever they had it, but since I'd had it at 7 BSW4, that means that if Wallace is right, I needed to change it as well. So, either base the move on *TimeTales*, Dan Wallace, or both.)**

- *The Empire nationalizes Incom Corporation, leading Rebels to assist in getting the company's senior staff to safety, along with the blueprints and prototypes for the newest X-wing starfighter model.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Sourcebook")
- *Other Incom designers defect to the (as yet unofficial) Rebel Alliance and start the company known as FreiTek, Inc., which will later design the E-wing starfighter.*
  (*The Essential Guide to Vehicles and Vessels*)
- *Loka Hask is expelled from the Caridian academy and returns home to see his father executed. He uses the money from his father's criminal activates and buys a small-freighter to start a pirate career.*
  (conjecture based on *X-wing Rogue Squadron Handbook*)
- *Dair Haslip meets Magir Paca for the first time.*
  (conjecture based on *Turning Point*)
- *Dr. Issan Len, a well-renowned droid specialist, sets up a laboratory on Cloud City at Bespin. He begins work on a new droid series called the X1. He intends to have the X1 series be capable of controlling starships and space stations, a feat currently beyond droid capability.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Crisis on Cloud City" via *TimeTales*, verbatim)
- *Garik "The Face" Loran gets to sit on Ysanne Isard's lap. After his hit* Win or Die *is released, he gets a trip to Coruscant to meet the Emperor, but Palpatine is in a bad mood after receiving a report informing him of the degree of organization the Rebels actually have, so he gets to see Isard instead. She tells him what a good boy he is.*
  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)
- *When all of the Wookiee children of Tvrrdko and Chewbacca's clan are kidnapped by Trandoshan slavers, Chewbacca uses a derelict spacecraft as a cover to attack the slavers' ship, break inside, and free his fellow Wookiees. An Imperial Star Destroyer soon arrives, but Chewie sends all but two dead Wookiees and himself into hyperspace aboard the "derelict." Lt. Han Solo is sent by Commander Nyklas to secure whomever might remain in the blasted slaver ship. Han finds Chewbacca, but refuses to kill him as Nyklas orders. Nyklas promises they'll both pay for his insubordination. In the meantime, the children are returned to Kashyyyk, where Tvrrdko, father of Tojjevvuk (a Wookiee Chewie was forced to*

kill) breaks the Wookiee vengeance custom and not only calls off his family's vendetta against Chewbacca, but also carves the likeness of Chewbacca into a nearby tree. (To be continued below . . .)

(***Chewbacca***)

- *Lt. Han Solo, having defended Chewbacca from mistreatment by Cmdr. Nyklas finds himself dishonorably discharged from the Imperial Navy. One month later, Chewbacca, now free, catches up to Han. He owes a life debt to Solo and follows him around.*

(conjecture based on *The Hutt Gambit*)

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- *Irek Ismaren is born to Roganda Ismaren, a concubine of the Emperor (leading people to believe that Palpatine is the boy's father) Early signs that they boy may be able to use the Force lead Roganda to train him in the Dark Side.*

(conjecture based on *Children of the Jedi*)

- *Lando Calrissian acquires the* Millennium Falcon *in a sabacc game and begins to use it on adventures to boost his reputation.*

(conjecture based on *The Hutt Gambit* and *The Lando Calrissian Adventures*)

- *On Stassia, Zeck Tambell and Valon Rizz pick up Aalia Duu-lang as part of a counterfeiting scheme. Aalia manages to sweet-talk her way out of custody, much to Tambell's later regret.*

(conjecture based on *Ringers*)

- *On Tatooine, Muftak takes in Kabe, a fellow orphan.*

(conjecture based on *Play it Again, Figrin D'an: The Tale of Muftak and Kabe*)

- *Shamus Falconi takes his grandmother's ship, the* Lumrunner*, and begins his smuggling career.**

(conjecture based on the *Lumrunners*)*

***NOTE: This assumes that Falconi is about 26 in *Lumrunners* (and that he'd been smuggling for about 5 years by then).**

- *An Imperial scouting team, led by Admiral Spitar P'ton, comes across Kubindi and brings Imperial rule and technology to the world.**

(conjecture based on *A Free-Trader's Guide to the Planets*)*

***NOTE: This rounds "a few" to 5 years.**

- *When Tinian I'att witnesses Wrrlevgebev being beaten for trying to help a Kitonak slave escape slavers, Tinian races in and throws herself over Wrrl, protecting him and offering to buy him. After some protest, Tinian's grandmother, Augusta I'att, agrees to purchase the Wookiee. Though she will not know it until she learns to speak Wrrl's language, Wrrl how owes a life debt to Tinian.*

(conjecture based on *To Fight Another Day*)

- *After numerous attempts to recruit Sedriss for Imperial service fail, Imperial Inquisitors capture the Force-sensitive Sedriss and bring him before Palpatine. Palpatine makes him a deal: they will battle, and if Sedriss wins, he can kill Palpatine. If Palpatine wins, Sedriss must serve Palpatine for life. Sedriss, egotistical, agrees, and Palpatine beats the hell out of him, refusing to stop even when Sedriss gives up. This proves to Sedriss that Palpatine is his superior in every sense, and Sedriss becomes a loyal Dark Side trainee under Palpatine, later an Executor.**

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")*

***NOTE: This could be any time before Palpatine's death, but I figured 5 BSW4 was a nice round number.**

- *Matt Turhaya returns to Janara III only to find that the village where he had left his daughter has been destroyed by the Empire. The task force that destroyed the village was led by Adalric Brandl and included Lt. Chanceller, who rescued Matt's daughter, Alex, from the rubble, though Matt doesn't know this.*

(conjecture based on *Passages, A Glimmer of Hope* and *Betrayal by Knight*)

- *The Galactic Empire begins a mining operation on Karra for varmigio, based on incorrect information over 500 years old which was rediscovered by Darryn Edalm. The colony, as with the original mining colony centuries earlier, failed, leaving Edalm the governor of a relatively useless world.**
  (conjecture based on *Stranded*)*

***NOTE: The mention of this in the supplemental information for *Stranded* is vague and only says this happened "recently." I chose to interpret that as 5 years ago, a nice round number.**

- *In the wake of the activities on Janara III, Adalric Brandl goes into hiding on Najiba for a short time.*
  (conjecture based on *The Final Exit* and *Betrayal by Knight*)
- *The Empire has decided to set up a permanent presence on Garos IV. Dair Haslip is about to head for the Raithal Academy to join the Imperial Army, though he is saddened that his friend Jos Mayda cannot be accepted due to his father Desto's status as a resistance fighter. Dair is informed while speaking with Magir Paca and his grandmother, Keriin Haslip, that Sr. Lt. Brandei will be arriving soon, followed shortly by the* Judicator*. Tork and Sali Winger are to meet with him at a local medical facility. Dair and the others go to meet them there. At the facility, Brandei introduces them to Imperial Lt. Chanceller, who is sitting with a young girl. Brandei tells the Wingers that the girl (Alex Turhaya, though they don't know anything but her first name, which in itself won't come for another short while) was orphaned when Rebels attacked her world and killed her guardians. The Wingers adopt the child and thus "Alex Winger" comes to be her name. As the Imperials leave, Chancellor, greatly distraught, tells Sali and Keriin that it was not Rebels who destroyed Alex's village, but Imperials. Later, Jos and Dair are walking in the area that used to be Keriin's before the Imperials forced her to sell her hibridium mine to them. A group of scouts who are searching for Chancellor (who has deserted) find Jos and Dair and Jos is killed as a spy. Dair kills the scouts and hides their weapons. When he tells his grandmother of this, she introduces him to the resistance, of which she, Paca, and Desto are a part. They go to retrieve the hidden weapons, and Dair considers Paca's suggestion that he continue to join the Imperial Army to give them eyes and ears inside the Imperial ranks. Shortly thereafter, Tork Winger is made the first Imperial Governor of Garos IV and Dair says his goodbyes and heads out for Raithal. Elsewhere, Chancellor, who will soon be known only as "Chance," joins the resistance.*
  (***Turning Point***)
- *Tusken Raiders kill Mrs. Bjornson's son on Tatooine.*
  (conjecture based on *Drawing the Maps of Peace: The Moisture Farmer's Tale*)
- *Soontir Fel begins teaching at the Prefsbelt IV academy.*
  (conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: In the
  Empire's Service")
- *While on a trip aboard Luke's dewback, Huey, Luke Skywalker and Windom "Windy" Starkiller/Marstamp get caught in a level seven sandswirl and become lost. Huey escapes into a cave, followed by the boys. Inside the cave, they are attacked by a krayt dragon, which kills Huey, who appears to have sacrificed himself for Luke. The boys are finally saved when the dragon is put to sleep by Jedi Master Obi-Wan "Ben" Kenobi, who has been watching out for Luke based on a report of the boys' disappearance. Kenobi takes the boys back to the Lars Moisture Farm, where they are welcomed back, but Owen Lars orders Kenobi to leave immediately, believing that while Kenobi saved the boys' lives by bringing them home, Owen himself is saving Luke's future by making Kenobi leave.**
  (***Luke Skywalker's Walkabout***)*

***NOTE: The author of this tale, Phil Norwood, apparently decided in mid-story to change Windy's last name. First it is Windom Starkiller in the report of the boys' disappearance, and then it becomes Windy Marstamp when Luke introduces him to Obi-Wan. Now saying that**

"Windy" is short for "Windom" is one thing, but trying to say that "Starkiller" and "Marstamp" are the same last name is ludicrous. Would it have been *that* hard to have proof-read a 10-page story?

- *A Rebel uprising in Montellian Serat on Devaron ends after one group is captured and executed by forces loyal to Kardue'sai'Malloc, and the second group is then attacked by Malloc's forces. Afterwards, Malloc leaves Imperial service and leaves Devaron, changing his name to Labria and following various musicians around on their tours. (To be continued below . . .)*

  (***Empire Blues: The Devaronian's Tale***)
- *Han Solo, working for Truthful Toryl, delivers cargo to Devaron. He is accompanied, whether he wanted it or not, by Chewbacca, whom Han begins to teach as a gunner.*

  (conjecture based on *The Hutt Gambit*)
- *One month has passed since Chewbacca returned to Han Solo and announced his life debt. On Devaron, Han Solo is nearly killed in a fight after a sabacc game, but Chewbacca saves him. Solo finally takes him on as a partner. After seeing Veratil (Teroenza's right hand man) during a revival on Devaron (during which, Han sees Bria, but is unable to make contact with her), the two are chased by Teroenza's bounty hunters to Nar Hekka, where they deliver a ship to Tagta the Hutt. They then head for Nar Shaddaa, where they are able to meet up with Mako Spince. The two, with Mako Spince's help, soon begin plans to become smugglers (and pirates). (Of course, Han should know that he won't get rich until after he stops caring about such things, but he ignores the wise words of the derelict Jedi Vima Da Boda on the streets).*

  (***The Hutt Gambit***)
- *Mako Spince introduces Han Solo to Roa, who teaches him how to fly the Kessel Run, among other things.*

  (conjecture based on *The Hutt Gambit*)
- *While working for Mako Spince, Han Solo and Chewbacca are stopped while taking the* Jaina's Light *(how's* that *for an ironic name?) to Nadiem by Imperials under the command of Captain Deyd Llnewe. Llnewe wants to get out of the assignment, so he assumes Solo to be a smuggler (which he is), and has the ship inspected. The Imperials find nothing. This happens two more times, with each inspection being more thorough. After the third, Solo and Chewbacca manage to escape just in time. Llnewe has realized that they aren't flying the same ship each time, but have come in three different ships. The* ships *themselves are what are being smuggled! Han and Chewbacca head back to Nar Shaddaa for another big payday.*

  (***Routine***)
- *About five months after starting to learn about smuggling from Spince, Han Solo begins working for Lord Jiliac and Jabba the Hutt, Jiliac's great-nephew. Three months into his employment, he saves Jabba's* Star Jewel*, with Jabba aboard, from a group of Drell pirates under orders from Aruk the Hutt. It is at about this time that Teroenza hires Boba Fett to go after Han (Fett even receives two Mandalorian wrist darts for even speaking with Teroenza).. Two months later, meets the magician/conwoman Xaverri and begins a relationship with her. Soon thereafter, Boba Fett arrives, nearly capturing Han, but Han is saved by Lando Calrissian, who was looking for Han to act as a pilot for him. Grateful for the save, Han teaches Lando how to fly his ship, the* Millennium Falcon*, better, but he can't join Lando in his trip to Oseon because he has promised to join Xaverri on her next tour. Han decides to lay low for a while to avoid Fett (with the tour being the perfect excuse), and tells Jiliac (now considered "Lady" Jiliac because the Hutt is pregnant) that he intends to leave Nar Shaddaa. As a last mission, Jiliac has him transport him and Jabba to Nal Hutta for a Hutt clan meeting. At the meeting, Aruk the Hutt accuses Jiliac of raiding Ylesia. (He didn't, of course. It was Bria Tharen's rebel forces.) Jabba the Hutt then accuses Aruk of stealing from other*

Hutts, thus making those Hutts objects for Palpatine's anger. After the meeting, Jiliac and Jabba begin plotting to use Teroenza to strike at the Besadii clan. (To be continued below . . .)

(***The Hutt Gambit***)

- *Han Solo, Katya M'Buele, and the other crew members of a smuggling vessel are captured on Skye by Majestrix Kharys. Only Han and Katya live to tell the tale.*

(conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"The Long Hunt")

- *Wedge Antilles helps repair the* Pulsar Skate*.*

(conjecture based on *Rogue Squadron*)

- *Moff Willhuff Tarkin takes ten Omwati children captive to use as designers and tacticians, with their performance being the basis for their families' survival. Of the ten, only Qui Xux (and presumably her family) will survive.*

(conjecture based on *Jedi Search*)

- *Stanton Rendar, brother of Dash, is killed in a freighter crash that destroys part of Palpatine's private wing of the Imperial Museum. Infuriated at the loss of Jedi and Sith artifacts, Palpatine orders the Rendar family stripped of everything they have (which is given to Xizor) and banished from the Core Worlds. This includes the expulsion of Dash from the Caridian academy.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Shadows of the Empire Sourcebook")

- *Loka Hask purchases Crimson Jack's old Cindev series IV picket ship, the* Buzzer*, and continues his pirate activities.*

(conjecture based on *X-wing Rogue Squadron Handbook*)

- *Tork Winger and Tionthes Turi create a truce to end the Garos IV/Sundari war. Imperial intervention keeps both sides to the agreement.*

(conjecture based on *Star Wars Encyclopedia*)

- *Alzoc III is subjugated upon its discovery by the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")

- *The planet Flax comes under Imperial jurisdiction (through business negotiations, not through force) and the local Flakax begin working as miners for the Empire.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")

- *In a Halowan Laboratories lab, IG-88 comes online for the first time, and the sentient programming he was given rushes through his system like a brushfire, making him even more sentient than planned. After killing all of the technicians when they try to shut him down, IG-88 dubs himself IG-88A and loads his sentient program into the three other IG-88 droids in the room, creating duplicates of himself (IG-88B, IG-88C, and IG-88D). IG-72, an inferior model, is activated but retains its programming. The five assassin droids, after downloading all information in the lab's computers, escape the base, and the IG-88s go one direction while IG-72 goes another. Imperial Supervisor Gurdun arrives at the lab and learns that the most dangerous droids in the galaxy are now running loose. The IG-88s head for the droid factory world Mechis III and load their program onto the planet, effectively making the droids revolt and murder the workers and administrator (Hekis Thul), before landing on the world and taking it over, using fake transmissions to make it appear that all is normal. From here IG-88 wishes to prepare an army of droids with sentient programming buried inside them to be activated at an appropriate time and take over the Empire. In order to make sure that IG-88 remains visible and thus no one comes to Mechis III looking for them, IG-88B is sent out into the galaxy to perform as a bounty hunter (but also to use*

that cover to track down anyone involved in the IG-88 creation project and murder them so as not to have any loose ends). The first mission takes IG-88B to Peridon's Folly, where his secondary target is Bolton Kek. One down, a very short list to go. (To be continued below . . .)

(***Therefore I am: The Tale of IG-88***)

- *R2-D2 and C-3PO, sold by Master Wena to a junk trader and subsequently sold by the trader to Olag Greck, arrive at the Kalarba system's Hosk Station. When they arrive, IG-88 (who was aboard their shuttle), frees himself from his bonds and blasts through the docking bay, taking R2-D2 with him. It appears that IG-88 was sent to kill Olag Greck, but was caught. Now, he's free in the very system where Greck lives. Upon finally finding R2-D2 and IG-88, C-3PO joins them as they escape in a stolen ship from Greck's forces. Greck gives chase in a battleship piloted by Jace Forno. They manage to stop Greck's ship, and R2-D2 and C-3PO leave the ship in an escape pod. The pod crashes onto Kalarba near the home of the Pitareeze family. The family "adopts them" to look after the young Nak Pitareeze. Baron Pitareeze, Nak's father, used to be a starship designer. Olag Greck took one of his designs, made a terribly inferior version of it, and used it to sully Pitareeze's name. Now Greck is hassling Pitareeze again. Greck wants his new hyperdrive design to sell to the Galactic Empire. Nak, the little brat, decides to steal the device and give it to Greck. He is subsequently taken hostage by Greck to force Baron Pitareeze to give Greck what he wants. C-3PO and Nak escape from Greck's clutches in one of Greck's own ships and end up crashing it, injuring Nak. They manage to get in touch with Balto, a worker for Pitareeze, and get to the Baron in time to stop him from giving in to Greck, since Greck no longer has hostages to worry about. With the situation salvaged, the family enters the restaurant business, only to have the restaurant invaded by former cooks (who were sent to crystal mines after botching a Hutt-poisoning job for Greck). The invaders take R2-D2, C-3PO, and Nak prisoner. Nak tries to escape and is taken prisoner by Greck in a cave full of treasure. When the droids and the "pirate cooks" attack Greck, Nak is saved, and the cooks return the droids and Nak to the Pitareeze family in return for R2-D2's recipe for Stenness pie, and the treasure. Soon thereafter, C-3PO is damaged while going to Hosk Station and the resulting crude repair job makes him look like the droid assassin C-3PX (who, by the way, was originally refit from protocol droid statistics to an offensive model by Darth Maul decades earlier), who also happens to be at Hosk Station. C-3PO is nearly forced to battle "to the death" with a huge droid for the amusement of a coliseum full of spectators before C-3PX steps in and takes his rightful place in the battle, destroying the other droid. C-3PO is subsequently taken home. Next, Nak is hired by Forno to go with her to Indobok to get some valuable crystals. While there, they encounter strange rock-creatures which seem to live off of the crystals. Forno and her crew are run off and the arrival of the Pitareeze family helps set things straight, with the return of all crystals to the creatures. Back home, the droids meet Q-E and 2-E (U-E is absent), three "young" droids. R2-D2 likes them. They learn that the three Model Es were being used by Vuldo, a burly man, to build blasters illegally. The droids bust in with the help of a large droid repaired by Nak, and Vuldo is stopped. The large droid repaired by Nak ends up leaving on his own adventures with Q-E and 2-E. Next, while C-3PO is helping Baron Pitareeze in business negotiations, R2-D2 is attacked, stolen, given to a new owner, escapes from the new owner, and makes it back in time to meet the Baron and C-3PO as if nothing ever happened. Then the droids return to Hosk Station, which is in full evacuation. The reactor is set to destroy the station. R2-D2 and C-3PO elect to stay on the station so that Baron Pitareeze and a couple of Ithorians can flee. The droids meet up with Zed and Trillka, two droids who are security head and mechanic of the station, respectively. They learn that Greck has sabotaged the station to steal a barge. R2-D2 and Zed face off with Greck's*

*monstrous droid while C-3PO saves the reactor. The station is saved. R2-D2 and C-3PO are deputized and sent with Zed to track down and bring in Greck.**

(***Droids: The Kalarba Adventures***)

- *On Najiba, the Dark Jedi Adalric Brandl terrorizes townspeople demanding the services of a pilot to safely take him out of the system (during the arrival of the Children of Najiba--an asteroid shower). A bartender finally brings in his acquaintance, Thaddeus Ross, to take the menace off-planet. Ross learns, via hints laid down by the bartender, that Brandl is a Jedi. They make their way off of Najiba to Trulalis, where Brandl speaks with his former master, Otias. Ross learns from the encounter that twelve years ago, Brandl fell under Palpatine's influence and he has been journeying as penance in an attempt to turn back to the light. The old actor and master sends Brandl away. Brandl is soon warned by his son, Jaalib, that the locals are going to make an attempt on Adalric's life. Ross and Brandl return to the ship and escape as the vessel is assaulted by locals. Finally into space, they are met by a Star Destroyer that Brandl has summoned with a hidden transponder, in resignation. They are taken aboard to see Inquisitor Tremayne. Tremayne sets Ross free with a 10,000 credit reward for Brandl's "capture." Brandl, resigned to his fate, gives Ross the agreed on payment for his trip from Najiba to Trulalis, and then, upon Ross' taking leave of the Star Destroyer, commits suicide using a thermal detonator. Or so it seems . . .*

(***The Final Exit***)

- *After faking his own death among Imperials, Adalric Brandl makes his way back to Trulalis. There, he takes his son, Jaalib, and begins training him in both acting and Jedi arts.*

(conjecture based on *Uhl Eharl Khoehng*)

- *On Stassia, Aalia Duu-lang arranges for the death of crime lord Hek Dallan, then takes over his organization. She converts his totally illegal operation to include a few legitimate businesses to cover her tracks.*

(conjecture based on *Ringers*)

Chewbacca [continued] (comic series: Darko Macan)*

Chewbacca, Part II [flashback] [continued] (comic: Darko Macan)*

Chapter 5: Tvrrdko—“Breaking a Custom” [flashback]*

***NOTE: This assumes that Chewie first encounters Han the same year he is saved by Han. The *Star Wars Encyclopedia* had suggested that Chewie became a slave a few years before this, but it would have been impossible, since Han is a Lieutenant at the time Chewie is captured, as we see in this story.**

The Adventures of the Turhaya, Ross, Winger, and Brandl Families (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

Turning Point (AJ5 short story: Charlene Newcomb)

Luke Skywalker’s Walkabout (DHPA99 short story: Phil Norwood)

Luke Skywalker’s Walkabout (DHPA99 short story: Phil Norwood)

Empire Blues: The Devaronian's Tale (TFTMEC short story: Daniel Keys Moran)

Empire Blues: The Devaronian's Tale (TFTMEC short story: Daniel Keys Moran)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Hutt Gambit (novel: A. C. Crispin)

New Friends, Old Enemies

The Smuggler's Road

Nar Shaddaa

Routine (SWT2 short story: Tony Isabella)

Routine (SWT2 short story: Tony Isabella)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Hutt Gambit [continued] (novel: A. C. Crispin)

Upping the Ante

The Thirteenth Bounty Hunter

Love at First Flight

Con Games

Therefore I Am: The Tale of IG-88 (TOTBH short story: Kevin J. Anderson)

Therefore I Am: The Tale of IG-88 (TOTBH short story: Kevin J. Anderson)

Part I
Part II
Part III
Part IV
Part V

Droids (comic series/cartoon series: Dan Thorsland & Ryder Windham & Anthony Daniels & various)

Droids: The Kalarba Adventures (comic series: Dan Thorsland & Ryder Windham)

Welcome to Kalarba (comic: Dan Thorsland)
The Greed of Olag Greck (comic: Dan Thorsland)
The Indobok Pirates (comic: Dan Thorsland)
The Saga of C-3PX (comic: Dan Thorsland)
Battle of the B'rknaa (comic: Dan Thorsland)
Short Cut (comic: Ryder Windham)
Artoo's Day Out (comic: Ryder Windham)
Countdown to Hosk (comic: Dan Thorsland)

The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

The Final Exit (AJ4/TFTE short story: Patricia A. Jackson)

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- *Robbe Nostler of the Galactic News Network is stationed on Indu San.*
  (conjecture based on *Kella Rand Reporting*)
- *After saving Han, Lando had gone to Oseon 2795. Once there, he hears of treasure in the Rafa system and heads there in the* Millennium Falcon*. (He still sucks as a pilot, by the way.) He lands on Rafa IV and purchases Vuffi Raa, a droid, to pilot the ship in his stead. Soon thereafter, the local police arrest him (on false charges to ensnare him). They are in league with the planetary governor, Duttes Mir, who is in turn in league with Rokur Gepta (a Thud sorcerer), who in turn wants Lando to help them find the Mindharp of Sharu. Lando is given this option or death. He obviously chooses to help. He is given a Key that should get him to where the Mindharp, a mysterious religious artifact of fabled power, but has no idea where to look for it. He decides to check the local bars to see what he can learn. He meets Mohs the High Singer, a Toka, who recognizes the Key and calls Lando the "Emissary." Mohs agrees to help Lando and they proceed to Rafa V. Once there, they are attacked by Captain Jandler, the cop he was arrested for engaging, who wants the Key back, under orders from Mir. Lando and Mohs defeat Jandler and, with the Key, find a glass pyramid through which one can find the Mindharp. He returns to Rafa IV four quickly-moving months later. Upon giving the Mindharp to Mir, he is placed back in jail. Mir then uses the Mindharp, seeking power, but only manages to do what the Mindharp of Sharu was intended to do. It awakens the original inhabitants of the planet, the Sharu. Lando escapes and manages to steal the last few life-crystals harvested from the Rafa system and leaves the system. Gepta, the sorcerer, plans revenge against Lando.*
  (***Lando Calrissian and the Mindharp of Sharu***)
- *Lando Calrissian buys a spaceship lot with money from the life-crystals.*
  (conjecture based on *The Hutt Gambit*)
- *The Empire establishes an interdiction field around the Rafa System.*
  (conjecture based on *The Essential Guide to Alien Species*)

- *Six months after leaving with Xaverri, Han Solo finds himself dumped with a letter, yet again. He returns to Nar Shaddaa and the Hutts, but finally has enough money to lease a ship from Lando's lot. He names it the* Bria*. Unbeknownst to Han, Bria Tharen is now working within an Imperial military base as a spy for a group of rebels. He then returns to work for Jabba the Hutt, who subsequently calls off Boba Fett, paying Fett to lay off of Han for a while, which Fett is willing to do, given that the Besadii clan now has a more important bounty—Bria Tharen. While on Nar Shaddaa, Han meets Shug Ninx (to have the* Bria *fixed), "adopts" Jarik (a young man who pretends to be a Solo, whom Han takes under his wing), meets Rik Duel (yes, the name should be familiar to Marvel Timeline readers—Crispin's good at those little side references), and falls in love with Salla Zend (a gunrunner of some repute). (It's a very productive interpersonal time on Nar Shaddaa, to say the least.) Teroenza, having had his fill of Aruk the Hutt, strikes a bargain with Jiliac the Hutt to murder Aruk by poisoning some tree-frogs that Aruk would be eating. (To be continued below . . .)*

  (***The Hutt Gambit***)
- *Armennion Ullgusta writes two damaging documentaries, titled* The Edict of Jiaan *and* Obeisance: Betrayal Within*, also rumored to have been produced by Pret Swain. These two documentaries highlighted many aspects of the purge of the Jedi Knights, and earned Ullgusta a place on the Empire's most wanted list.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Sands of Socorro" via *TimeTales*, verbatim)
- *Jabba the Hutt and his cronies meet with Gaar Suppoon in a business ceremony. Jabba has placed a bomb in Suppoon's palace, but the Gaar does not believe it. After multiple exchanges of items, insults, accusations, and threats, Jabba reveals to the Imperial bomb inspector, Kosh Kurp, that Gaar Suppoon is Sonopo Bomoor. Kosh subsequently murders the Gaar because the Bomoor (Suppoon under an old alias) had killed Kosh's family during the massacre in Bonaka Square in the city of Bonaka Nueno on Intuci. Jabba tells Kosh that* he *was the bomb, since he knew a bomb threat would bring him within "exploding" distance of Bomoor. Jabba tells the late Gaar's minions that Kosh is now in charge and leaves with his bounty.*

  (***Jabba the Hutt: The Art of the Deal*—"The Gaar Suppoon Hit"**)
- *Happening upon what appears to be a Nuffin freighter on their way back to Tatooine from Gaar Suppoon's base, Jabba and company decide to take the ship by force and raid it. Jabba, Scuppa, Bib Fortuna, and others board only to find that it is not run by Nuffins but by Princess Nampi, a huge Hutt-like creature. Jabba is taken prisoner and Scuppa is ordered to convince him to give over his cargo to her. Jabba refuses and when Nampi is about to kill Scuppa, he pretends to love her and they become engaged. Scuppa meets with her alone and she bites his friggin' head off (apparently Nampi's species uses a variation on mantis mating). She orders Jabba to her presence and tells him to go to his ship and bring back the treasure. He returns with a remote control to a vial of explosive acid he had surgically implanted into Scuppa's head, out of fear for Scuppa's loyalty. Knowing she has eaten the head, he activates it, killing Nampi. He then frees his minions and loot the ship.*

  (***Jabba the Hutt: The Art of the Deal*—"The Hunger of Princess Nampi"**)
- *Aboard the Nuffin freighter, Jabba orders the remainder of Nampi's crew spaced. Then the ship is taken to Cabrool Nuum's base so it can be sold to Nuum instead of simply left in space. He meets with Nuum, who impetuously orders Jabba to go kill Vu Chusker for him. Jabba refuses and is threatened with execution. Nuum's son, Rusk, approaches Jabba and asks him to kill Nuum. Jabba does so. Then Rusk begins being just as impetuous and orders Jabba to go kill Chusker. He refuses and is put in a dungeon. He is freed by Rusk's sister, Norba. She tells Jabba to kill Rusk. He does so. She then turns on him and sends him back to the*

dungeon, where a short time later, she orders him to go kill Chusker. He refuses and instead eats Norba. Now freed, he escapes the palace and runs into Vu Chusker outside. Annoyed with the irony of the situation, he kills Chusker, wishing he'd done that in the first place. Jabba heads back to his ship and prepares to leave.

(***Jabba the Hutt: The Art of the Deal*—"The Dynasty Trap"**)

- *Jabba and company arrive on Tatooine and prepare to rest from their journey. Bib Fortuna takes a moment to speak with Nivek, whom he has been working with to form a group of scoundrels ready to get rid of Jabba. They plan to enter his throne room that night, murder his guards, take Jabba prisoner (through knocking him out) and torture his secrets from him. They will be free and rich. When it is time, Bib checks the throne room and finds that Jabba has two guests, Gru'um Ropple and Miramba. Bib plants a blaster in Gru'um's cloak, which prompts Jabba to order he and Miramba taken to the dungeon, thus freeing the way for Bib and his fellow conspirators. As the strike is put into motion, Gru'um, seeking revenge on Jabba, orders Miramba (actually a droid shell) to release a pack of freckers from inside her shell. One of the conspirators spots them and Bib and the group end up battling freckers, and saving Jabba in the process, instead of fulfilling their plan to kill him. Bib is more trusted now than ever, but the plan has failed and his fellow conspirators are dead.*

  (***Jabba the Hutt: The Art of the Deal*—"Betrayals"**)
- *Mon Mothma, Bail Organa, and Garm Bel-Iblis begin planning a unified rebel operation against the Empire.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Sourcebook")
- *Maw Installation is constructed.*

  (conjecture based on *The Hutt Gambit*)
- *Kyle Katarn enrolls in the Caridian military academy.*

  (conjecture based on *Soldier for the Empire*)
- *Dia'passik (Dia Passik) is kidnapped from Ryloth and sold as a slave.*

  (conjecture based on *Iron Fist*)
- *Mair Koda, having lived much of her life under the care of her foster parents, Arn and Emmi Stonelaw, takes command of her recently deceased father's ship, the* Blue Boy *and becomes an independent trader/spacer.*

  (conjecture based on *The Draw*)
- *The Pan-Tapani Historical Society is formed at the Mrlsst Academy by Arkeld (and secretly funded by Bel Janius).*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, abridged)
- *Klingson, with his droids, builds a space station known as Klingson's Moon AKA Droid World.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *Jarred Sneel's anti-droid-exploitation Mechanical Liberation Front stages hit-and-run assaults on droid companies like Industrial Automata and MerenData.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *Wilm Olgreen's Olgreen Intelligence Guild protests droid cruelty by blockading reclamation factories.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *Jin-Jin begins smuggling.**

  (conjecture based on *Smugglers of the Outer Rim*)*

***NOTE: This assumes that *Smugglers of the Outer Rim* is meant to be current as of 5 ASW4, and that the fact that he's been smuggling at that point for nearly a decade can be rounded to 9 years of smuggling.**

- *Lord Cassius Nolath Rha loses the race during the Festival of the High Winds on Sevarcos.**

  (conjecture based on *The Festival of the High Winds*)*

***NOTE: The packet says that he has won frequently, including three wins in a row during the years before *The Festival of the High Winds*. This would seem to suggest that he lost the year *before* those three wins, since otherwise it would've said four wins in a row.**

- *Morgan Q. Raventhorn takes apart some hyperdrive components in her father's ship and reassembles them in less than 90 minutes, showing her early technical aptitude.*

  (conjecture based on *Special Ops: Shipjackers*)

- *T'Charek Haathi applies for entrance to the Imperial Academy, but is denied due to her alien status. She is soon recruited by the Wroonian defense force.**

  (conjecture based on *Special Ops: Shipjackers*)*

NOTE: This assumes Jayme is 25 in *Special Ops: Shipjackers.

- *R2-D2, C-3PO, and Zed hunt for Olag Greck on Nar Shaddaa. Their chase ends with the death of Movo Brattakin, who had agreed to help Greck in his escape. Jace Forno manages to capture R-2-D2 and C-3PO once Greck has been jailed. Forno, now working for Brattakin instead of Greck, decides to just leave Greck in jail. In the process of capturing the droids, Forno shoots one of C-3PO's legs off, but Brattikan's droid, B-9D7, brings him a new one (the precursor to the infamous silver leg), and helps them to escape. In the meantime, Greck breaks out of jail. Once B-9D7 gets the droids to a "getaway ship" for a return to Kalarba, they realize that the ship is full of droids who are all being taken away for memory wipes. R2-D2, diverted from boarding the ship, which leaves with C-3PO, manages to steal another small ship to go after the one C-3PO is aboard. Before catching up to the ship, though, he is recaptured by Forno. B-9D7 steps in, however, and saves R2-D2 by stunning Forno. Back on the drone ship carrying C-3PO, the droid begins to be "taken over" by a program running from his new leg. B-9D7 and R2-D2 catch up with the ship and board it just as C-3PO's new programming overrides his usual personality. He then reveals that the droids are not going to Kalarba for memory wipes, but to stop Boonda the Hutt from converting normal droids into weapons of conquest. Apparently, Brattakin wants Boonda stopped. Upon arrival on Boonda's moon, however, it seems that Boonda is actually running legitimate operations. B-9D7 then reveals that there is a bomb in C-3PO's new leg . . . and that B-9D7* is *Movo Brattakin, in the sense that Brattakin's brain is the living CPU of the B-9D7 droid. It was B-9D7/Brattakin who wanted the ability to turn droids into weapons, and he only had to kill Boonda to get the technology. R2-D2 takes control of B-9D7/Brattakin's ship and crashes it into Boonda's base, forcing a face-to-face confrontation. Forno arrives just in time and kills B-9D7/Brattakin. Boonda is saved, but his operation is somewhat of a mess. C-3PO has the bomb leg removed and replaced by another leg piece. The rebellious droid ship leaves, and our droid heroes prepare for a ride on an Ithorian herd ship, after returning safely to Nar Shaddaa.*

  (***Droids: Rebellion***)

- *Aboard the Ithorian herd ship, captained by Master Zorneth, the droids encounter a man known as Smiley. They learn that Smilers are people who have become addicted to the euphoric drug known as savorium. Zorneth is protecting these happy-go-lucky-to-the-extreme individuals from being used as slave laborers. Upon arrival at Targonin, while Zorneth handles negotiations with local traders, Smiley gets loose of the ship and temporarily wreaks havoc in the marketplace before being kidnapped. All of a sudden, the kidnappers' speeder is attacked by a construction droid, who frees Smiley while acting under the influence of the Caretaker Virus--a computer program which causes droids to be compelled to help Smilers. Back aboard the ship, one of the kidnappers manages to get aboard and kidnap Smiley. R2-D2, infected with the Caretaker Virus, follows, bringing C-3PO, and the two are eventually captured right along with Smiley, as the*

kidnappers escape. They are taken to Dictator-Forever Craw, who wants the secret to savorium so that he can enslave multitudes. Why does he want Smiley? Smiley is really Klorr Vilia, the man who invented savorium in the first place. Craw orders a brain-drain done on Smiley. C-3PO and R2-D2 manage to save the unknowing Smiley from the procedure. The droids escape into the hands of the Revoltists, sort of a micro-rebellion against Craw, but Smiley remains captured. Craw knows that R2-D2 has scanned his personal files, so he tries to demand R2-D2's return for the life of Smiley. Against the Revoltist's wishes, R2-D2, led by the Caretaker Virus, returns to Craw's fortress. The Revoltists and C-3PO give chase and catch up to R2-D2 outside of the fortress' shield perimeter just as Zorneth's herd ship arrives and attacks the fortress. As the shields are lowered to allow R2-D2 in and Craw's troops out, the Revoltists manage to get C-3PO and Zorneth's droid into the base's shielded area, before the shield is reformed. The two droids manage to free R2-D2 and knock out the shields. The Revoltists come in firing and drive Craw off of the planet. Upon return to the herd ship with the newly rescued Smiley, Zorneth reveals to them a forest of savorium on the ship itself. Craw is close behind in his own ship, however, and he attacks the herd ship and sends a landing party. In a last attempt to keep the savorium out of Craw's hands, Smiley sets the forest of savorium on fire and perishes with it in the blaze. With no hope left for his plans, Zorneth offers Craw savorium soup, to make them both euphoric Smilers. R2-D2 and C-3PO, meanwhile, have been able to evacuate from the ship in a small escape craft, but it will be quite a while before they will reach any of the frequently-traveled shipping lanes.

(***Droids: Season of Revolt***)

- *Yeorg Captison becomes Prime Minister of Bakura.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Hal Horn records a holographic message for Corran Horn to tell him his Jedi heritage.*

  (conjecture based on *I, Jedi*)
- *The Cirra Mace is sold on the underground market in Brenn on Genesia. Rumors suggest the buyer was a Nalroni merchant.*

  (conjecture based on *From the Files of Corellia Antilles*)
- *On Tatooine, Matt Turhaya spends time in a cantina drunk. The years since his wife and daughter's deaths have been rough. His brother Jamie picks him up and returns him home, but he returns to the cantina and enters into a sabacc game involving Captain Tere Metallo. He bets his brother's speeder shop and loses it, but since he can't legally do that, he is in debt to Metallo, who takes him on as a mechanic and co-pilot of her ship, the* Star Quest*. One month later, they make it to Kabaira. While in another cantina, at another sabacc game, Matt meets Metallo's friend, Del Hunter. Stormtroopers enter the cantina looking for Rebels, and Hunter mysteriously vanishes. On the way out, Matt is spotted and almost recognized by one of the stormtroopers. Back at the* Star Quest*, Matt and Metallo hear an explosion and find Hunter under the ship. They take him aboard the ship and he tells them that he is a member of the rebellion against the Empire. When the stormtroopers come to search the* Star Quest*, Hunter is hidden in a special compartment, but the stormtrooper from earlier recognizes Matt for certain and takes him prisoner. Metallo and Hunter decide to rescue him. In prison, Matt meets Chaz and Blaise, professed Rebels. When Metallo and Hunter free them, Blaise turns out to be an Imperial after all, and nearly kills Matt before they escape from him. They make it back to the* Star Quest *and escape the planet.*

  (***Passages***)
- *Jake Harthan gets C-3PO and R2-D2 on Rudrig.*

  (conjecture based on *Droids: The Protocol Offensive*)

- *C-3PO and R2-D2, working for the Tion Hegemony, are assisting in negotiations for a trade route between the Tion Hegemony and Tahlboor. The Troobs and Hobors, though, the native races of the planets in question, have been at war for years. Madame Krax, a Troob, decides to buy C-3PO. The Hobor leader then shows that the Hobors have a new ground-to-space weapon to use against the Troobs, and buys R2-D2, separating the two droids. The negotiations, in a state of disarray, then move to Tahlboor, where all goes . . . okay . . . until the Hobor leader's daughter Larka is suspected of killing the Troob leader's son. (She was really in love with the guy, and was not involved.) R2-D2 and C-3PO band together to keep war from breaking out. They investigate the Hobor weapon, which it appears that they simply found (i.e. didn't invent themselves) and learn that it is an energy tap. They use it to have C-3PO inform both sides of the conflict that they were being manipulated by Jake Harthan, the droids' master, who was the actual murderer of the Troob boy. The Troobs, rightly angered, kill Harthan. As the droids leave the planet with the grieving Larka, the Troob-Hobor negotiations really get underway, and the races unite.*
  (***The Protocol Offensive***)
- *Greedo and the remaining members of the Tetsus clan must flee their adopted homeworld/hiding place when Chattza clan forces led by Navik the Red arrives and begin slaughtering as many as they can find. Greedo and his family head for Nar Shaddaa. (To be continued below . . .)*
  (***A Hunter's Fate: Greedo's Tale***)
- *An Imperial prison colony on Dathomir, long abandoned, is rebuilt. Upon seeing her chance to leave her homeworld, Gethzerion approaches the commander and offers the Nightsisters' services in guarding prisoners, using the time to learn about Imperial technology, especially their ships. Later, when the prison is attacked by the Nightsisters (perhaps to steal a shuttle), Palpatine orders the prison bombarded from space and leave two Imperial Star Destroyers in orbit. The Nightsisters are to be confined to the planet.*
  (conjecture based on *The Courtship of Princess Leia* and *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *As rebellious activities continue, Moff Willhuff Tarkin presents the "Tarkin Doctrine" to Palpatine as a suggestion that the Empire be under greater military control. This proposal also calls for a superweapon to extinguish the rebellious groups in the Empire. The proposal is accepted, Tarkin is promoted to the new position of Grand Moff, and the project to make the superweapon Tarkin suggested 25 years earlier begins--Project Death Star.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Death Star Technical Companion")
- *Boba Fett informs Palpatine of Mon Mothma's rebellious activities and Palpatine orders her arrest. She manages to escape, which results in Palpatine ordering a massacre of the Chandrillan population, who protested the accusation that Mothma was disloyal.*
  (conjecture based on *Rebel Dawn*)
- *General Zakar takes over Imperial operations on Garos IV.*
  (conjecture based on *Mission to Zila*)
- *Miletta Sabrin becomes Governor of the Renillis system.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Near Janodral Mizar, Han Solo and Chewbacca run across a group of Zygerran slavers. They subsequently free the slaves and give them control of the slavers' ship.*
  (conjecture based on *Heir to the Empire*)

- *The Empire attempts to make Mon Calamari part of the Empire. When the Calamari resist (passively), the Empire destroys three of their cities from orbit. The Calamari then obliterate the Imperial fleet, sparking a bitter war between the Calamari and the Empire.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 4: Alien Races")
- *Ahleazah, a Mon Calamari female, is captured during the Empire's initial occupation of Calamari, and is forced to work with the medical corps. The rest of her family was simply sold into slavery. She did her best to ease the suffering of her people, being moved from camp to camp in order to ensure she didn't develop any relationships. When she saved the life of a minor Imperial Navy Officer, the grateful officer brought Ahleazah to his starship, where she was allowed to work with and learn from the advanced medical facilities on the ship. During her treatment of an Alliance pilot who was to undergo interrogation, Ahleazah decided that the time had come for her to act against the Empire that had destroyed her family. She treated the pilot, then both of them got to an escape pod just as the Imperial ship was leaving the Anoat System. An Alliance convoy later rescued them, and Ahleazah served the Alliance – and later, the New Republic – as a medic and healer.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *Teaneespi joins the rebellion against the Empire after the subjugation of Mon Calamari.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *Haash'n joins the rebellion against the Empire after the subjugation of Mon Calamari.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *Midje joins the rebellion against the Empire.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

The Lando Calrissian Adventures (novel trilogy: L. Neil Smith)

Lando Calrissian and the Mindharp of Sharu (novel: L. Neil Smith)
- Prologue
- Chapters 1 – 20

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Hutt Gambit [continued] (novel: A. C. Crispin)
- Con Games [continued]
- The Shadow of the Empire

Jabba the Hutt: The Art of the Deal (comic series: Jim Woodring)
- The Gaar Suppoon Hit (comic: Jim Woodring)
- The Hunger of Princess Nampi (comic: Jim Woodring)
- The Dynasty Trap (comic: Jim Woodring)
- Betrayal (comic: Jim Woodring)

Droids (comic series/cartoon series: Dan Thorsland & Ryder Windham & Anthony Daniels & various)

Droids: Rebellion (comic series: Ryder Windham)
- Rebellion, Part I (comic: Ryder Windham)
- Rebellion, Part II (comic: Ryder Windham)
- Rebellion, Part III (comic: Ryder Windham)
- Rebellion, Part IV (comic: Ryder Windham)

Droids: Season of Revolt (comic series: Jan Strnad)
- Season of Revolt, Part I (comic: Jan Strnad)

Season of Revolt, Part II (comic: Jan Strnad)
Season of Revolt, Part III (comic: Jan Strnad)
Season of Revolt, Part IV (comic: Jan Strnad)

The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

Passages (AJ7 short story: Charlene Newcomb)

The Protocol Offensive (comic: Anthony Daniels & Ryder Windham)

The Protocol Offensive (comic: Anthony Daniels & Ryder Windham)

A Hunter's Fate: Greedo's Tale (TFTMEC short story: Tom Veitch & Martha Veitch)

A Hunter's Fate: Greedo's Tale (TFTMEC short story: Tom Veitch & Martha Veitch)

The Refuge
Red Navik
Nar Shaddaa

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- *Shortly after Han Solo begins working for the Hutts again, Sector Moff Sarn Shild announces that Emperor Palpatine has now begun to focus on ending illegal activities in Hutt space, whether it be carried out by Hutts or otherwise. Han Solo, being a human instead of a Hutt, is sent to Coruscant to speak on the Hutts' behalf to Shild. Shild tells him that the Hutts will not be harmed if they fully cooperate and that Nar Shaddaa will be made an "example" to the Hutts. Accompanying Shild is Bria Tharen, who Han mistakenly takes to be Shild's mistress. As Shild's fleet approaches Nar Shaddaa, the Hutts (again via Han) attempt to negotiate with the fleet commander, Admiral Winstel Greelanx. Han manages to purchase the plan of attack for the Hutts, which he makes a note of himself. Back on Nar Shadda, he speaks with his allies there, and they begin, under Mako Spince's direction, to gather every smuggler they can in order to build a fleet to attack Greelanx's. Bria, acting as a spy, learns from Shild that Palpatine has ordered that Aruk's Besadii clan, helpful in getting slaves for the Empire, be spared from the onslaught. She then learns that Shild, power-mad as he is, wishes to soon take his sector and secede from the Galactic Empire, using the wealth and resources of the Hutts to take on Palpatine. On Nar Shaddaa, Han brings Xaverri into the defense of the moon, with a plan to use illusions (which are Xaverri's specialty) and sliced traffic signals to create a fake fleet to attack the Imperials head-on, while the smuggler fleet attacks the flank. The Imperials leaps ahead toward Nar Shadda, despite the reservations of one of their higher ranking captains, Soontir Fel. When the fleet arrives and encounters the smuggler fleet, the attack is so thorough that Greelanx forgets his new orders, sent by Palpatine (apparently) himself, to let the smugglers win, and goes on the offensive. The Battle of Nar Shaddaa is long and devastating, but in the end, Greelanx must retreat. During the conflict, though, the* Bria *is destroyed, leaving Han once again without a ship of his own. Soon thereafter, Han attends a wedding as a poisoned Aruk kicks the bucket. Aruk is succeeded by his son, Durga the Hutt, who begins speaking with Black Sun in his pursuit of power and revenge. Han goes to pay Greelanx off for his involvement in the Battle of Nar Shaddaa's planning stages, but when he arrives, he hears Darth Vader murder the man. He runs like hell, encountering Tedris Bjalin on the way off the ship, and heads back to Nar Shaddaa, taking a krayt dragon pearl that was part of the payoff. On Coruscant, Shild commits suicide. (To be continued below . . .)*
  (***The Hutt Gambit***)
- *Yref Orgege is assigned as Sarn Shild's replacement.*
  (conjecture based on *Rebel Dawn*)

- *Durga the Hutt hires a group of forensic examiners to discover the cause of Aruk's death.*

  (conjecture based on *Rebel Dawn*)
- *Still angry over the Rafa IV incident, Rokur Gepta lures Lando Calrissian to Oseon 6845 with an anonymous tip about gambling winnings. Lando arrives and is shortly invited to a sabacc game. He realizes that he's essentially in enemy territory, but he can't resist the lure of credits and the chance to see the system's sun flare into the Flamewind. Shortly thereafter, the* Millennium Falcon *is sabotaged and he finds himself attacked by an Oseon police officer. He is forced to kill the officer, and is arrested and sentenced to death for carrying a firearm. As before, he is offered a deal. This time, he must take two Oseon cops to Oseon 5792 to arrest Bohhuah Mutdah. Mutdah is a rich man, and taking him out of the picture will allow rivals to become rich as well. Of course, Lando must also deal with the Flamewind itself and its harmful radiation, while wondering if he'll get out alive with Gepta trying to kill him every step of the way. Upon arriving at Mutdah's home, however, one of the two cops kills his partner, and then Mutdah kills him. Mutdah, it seems, is dead. The Mutdah that Lando has met has changed form--into Gepta, who killed Mutdah and set up the entire elaborate snare just to kill Lando. Gepta tortures Lando mentally, but his is able to escape, stabbing Gepta's eye and stealing some of the late Mutdah's fortune in the process. On their way from the trap, Lando and Vuffi Raa, his droid pilot, manage to also rescue a Renatasian named Klyn Shanga, who seems to have it in for Vuffi Raa.*

  (***Lando Calrissian and the Flamewind of Oseon***)
- *Lando Calrissian is finally in good standing. He's rolling in credits, has learned to fly the* Millennium Falcon *well, and he's survived Gepta's attempts on his life. Lando then encounters Lehesu, a living spacecraft of the Oswaft species. He agrees to help the Oswaft's fellows, in a space-cloud called ThonBoka. He'll dump as much garbage as he can into the cloud, where the Oswafts will use it as food. Anything they can't digest will be made into precious materials and given to Lando. Hindering his fulfillment of this task is a partnership of revenge, Rokur Gepta and Klyn Shanga, and a fleet between him and ThonBoka. The fleet is apparently trying to get precious materials from the Oswaft. Lando pretends to be a trader, enters the fleet, fakes his own death, and runs like hell into ThonBoka. The fleet, annoyed at the Oswaft, moves into ThonBoka for retribution, followed by a ship containing Gepta, Shanga, and Osuno Whett, a spy. Lando arranges for the Oswaft to help cover him in his flight through ThonBoka, but then Gepta challenges him to a duel to the death. If Lando doesn't accept, ThonBoka will be destroyed. Lando accepts and the duel is about to take place, when Whett attempts to kill both Gepta and Lando (and himself it seems). Lando uses the distraction to kill Gepta, but Gepta manages to strike a death blow to Vuffi Raa. Shanga has, in the process, learned that it was Whett, not Vuffi Raa, who was the Butcher of Renatasia, and while Whett escapes, Shanga leaves in hot pursuit. Lando barely has time to begin mourning for Vuffi Raa when a huge spacecraft enters the vicinity. It tells Lando that it is Vuffi Raa's father. Raa, revealed to be a larval spacecraft, is healed and taken back to his people. Lando takes the precious materials given to him by the Oswaft, and heads out from ThonBoka.*

  (***Lando Calrissian and the Starcave of ThonBoka***)
- *Lando Calrissian records his observations about the Oswaft of ThonBoka for future reference.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Leia Organa (a young secret Rebel sympathizer) becomes the youngest member of the Imperial Senate, taking her father's place as Senator of Alderaan. Bail Organa then takes the positions of Viceroy and First Chancellor back home and begins trying to turn Alderaan back from its pacifist ways to oppose the Empire.*

(conjecture based on countless sources within the Official Continuity)

- *Grakkata the Wookiee begins his pirating in the Elrood Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy: Volume Three")
- *Laird Gustavu is appointed Moff of the Tapani Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, abridged)
- *Shella Rinou rises to become captain of a smuggling fleet.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *The L-17A Quickjump navicomputer is produced by Novastar Corporation.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *BlasTech releases the DL-56 blaster pistol.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)
- *Shira Elan Colla Brie, now 15, is chosen for adolescent indoctrination into COMPNOR. She soon becomes a top inductee and attracts Darth Vader's attention. She enters Imperial Intelligence and her body is altered to increase her pain threshold and healing rate.**
  (conjecture based on *Lumiya: Dark Star of the Empire*)*

***NOTE: This assumes Shira was the same age as Luke and "in her teens" can be interpreted as when she was 15.**

- *Dannen Lifehold hires Feq as a mechanic aboard the* Lifeline*.*
  (conjecture based on *Breaking Free*)
- *Rejuvenation therapy is developed.*
  (conjecture based on *Hero's Trial* via *TimeTales*, paraphrased)
- *Slizzik and her husband join Crutag the Taloron Hunter's Gang.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Domain of Evil" via *TimeTales*, abridged)
- *On Carida, a graduate of the Imperial Military Academy named Stor fouls up during graduation ceremonies, causing the entire front rank of the Cliffside procession to plunge from the cliff that gave the Academy its name.*
  (conjecture based on *Dark Forces: Soldier for the Empire*)
- *Slyder, a Rodian, takes up residence aboard the* Star of Empire*. He is a bounty hunter, or so he says, but instead of chasing after bounties, he finds people who* should *have bounties and then offers to turn them over to interested parties who had not yet posted bounties. He finds the* Star of Empire *to be prime hunting grounds.*
  (conjecture based on *Dark Forces: Soldier for the Empire*)
- *The resistance against the Empire purchases the* Trader's Luck *and renames it the* Liberator*.*
  (conjecture based on *Rebel Dawn*)
- *After four years at the Imperial Academy, Stevan Makintay decides to marry his sweetheart, Ketrian Altronel instead of the woman his father had chosen. To forcibly keep them apart, Mak's father has him sent to Garen IV, an Imperial labor colony. Ketrian believes he's simply left her.*
  (conjecture based on *Firepower*)
- *Frequent winner of the race during the Festival of the High Winds on Sevarcos, Lord Cassius Nolath Rha, wins the race again after having lost in the last race.*
  (conjecture based on *The Festival of the High Winds*)
- *T'Charek Haathi becomes a pilot for the Wroonian defense force . . . and then goes AWOL with her squadronmates.**
  (conjecture based on *Special Ops: Shipjackers*)*

NOTE: This assumes Jayme is 25 in *Special Ops: Shipjackers.

- *Aboard* Quincey's Girl*, Tru'eb, a slave of Big Quince since his cousin Ku'amar sold him into slavery to stop him from heading their Twi'lek clan, meets the recently captured Platt Okeefe. She is to be given to Moff Jellrek as a gift from Big Quince. Platt speaks to Tru'eb of escape and uses her knowledge of Gruvian Tovash and Ryll to cause a torrent of smoke when Jellrek inspects a crate of spice that is also part of the gift. In the ensuing chaos, Tru'eb and Platt escape. To reward him for his help, Platt begins teaching Tru'eb of life among the stars. A new partnership has been forged. (To be continued below . . .)*
  *(**Big Quince**)*
- *Tru'eb helps Platt Okeefe secure funds to purchase a ship,* Pak's Demise*.*
  (conjecture based on *Sandbound on Tatooine*)
- *The planet Narg, located in the Rayter Sector, is discovered by the Empire. It is a low – tech world on which human life evolved normally, until the planet is quickly industrialized and stripped of its natural resources by the Empire. The Empire decided that the human population was not ready for entrance into the galactic community, and placed the planet under a provisional protectorate owned by TransGalMeg Industries, which moved its corporate headquarters there. TGM received ten years of full power over the planet's resources in return for managing the planet for the Empire. Because of their isolation, the humans of Narg are highly xenophobic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Abduction of Crying Dawn Singer" via *TimeTales*, verbatim)
- *Tormax Ardellian, a Corellian pirate is a member of a raiding party that tries to smuggle in Alliance operatives and equipment to the planet Questal. His expedition is exposed, and the agents and crew are imprisoned. The Alliance operatives are killed in a public execution, and the pirates are permanently detained. Ardellian managed to escape the initial assault, and he wanders around Gralleenya city for several weeks, trying to figure out how to rescue his companions.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Game Chambers of Questal" via *TimeTales*, verbatim)
- *Ma'w'shiye begins serving as a special forces operative for the Rebel Alliance.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *A Rebel pirate band including Tormax Ardellian is captured by Imperials. Ardellian escapes, but the rest are executed publicly*.
  (conjecture based on *Star Wars: The Roleplaying Game*--"Game Chambers of Questal")
- *Narg is discovered by the Galactic Empire. The Empire gives TransGalMeg Industries control of the planet for 10 years.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The Abduction of Crying
  Dawn Singer")
- *Saelt-Marae, an information broker, joins Jabba the Hutt's organization to spy on him.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook")
- *Shada D'ukal becomes a Mistryl Shadow Guard.*
  (conjecture based on *Specter of the Past*)
- *Brathlen Corporation builds a light-amplification dome over Plawel on Belsavis.*
  (conjecture based on *Children of the Jedi*)
- *Willhuff Tarkin leaves Maw Installation in the command of Admiral Daala. Within the installation, Bevel Lemelisk and Qui Xux have designed the* Death Star*, but Tarkin orders them to design something even more powerful within the next ten years.*

(conjecture based on *Jedi Search*)

- *Jagged and Zena Antilles are killed during a pirate raid led by Loka Hask. Wedge Antilles takes a Z-95 Headhunter and manages to destroy Hask's ship. Wedge is now an orphan and will soon join the Rebels. In a space suit, Hask manages to survive his ship's destruction, but a creature within the suit's helmet attaches itself to Hask's face. Hask subsequently returns to Imperial service, his pirate days over.*

  (conjecture based on *X-wing Rogue Squadron Handbook*)
- *Ssi-ruuk forces reach the Outer Rim Territories. Palpatine becomes aware of their existence at this time.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Han Solo meets Jessa, daughter of the legendary engineer Doc. After a very short time, he leaves again, returning to the Corellian Sector.*

  (conjecture based on *Han Solo at Star's End*)
- *Anti-taxation protestors on Ghorman are killed when Captain Willhuff Tarkin lands his ship some on them to quell the protests. The incident is known as the "Ghorman Massacre" and sparks the first inklings of unified rebellion against the Galactic Empire.**

  (conjecture based on *Star Wars: The Roleplaying Game* and *Rebel Dawn*)*

***NOTE: I had originally placed this decades earlier, but it would appear, upon re-reading *Rebel Dawn*, that it is far more recent as of the events of that novel.**

- *Daino Hyx joins the Corellian resistance.*

  (conjecture based on *Rebel Dawn*)
- *Six months after the Battle of Nar Shaddaa, Han Solo takes the krayt dragon pearl from Admiral Winstel Greelanx's payoff and an antique he had stashed on Corellia seven years earlier to Okanor, his usual buyer, to get enough money to enter the forthcoming sabacc tournament at Cloud City on Bespin.*

  (***The Hutt Gambit***)
- *After arriving at Cloud City on Bespin, Han Solo meets up with Lando Calrissian, while preparing for one of the largest known sabacc tournaments. When Han is attacked by Shallamar, a Barabel with a bad attitude, Shallamar, Lando, and Han are all arrested. Han and Lando go free, as does Shallamar, though the Barabel is placed on probation, of sorts. As the tournament begins (much to the delight of Han and Lando, who are both competing), Bria Tharen and anti-Empire rebels Ylentic It'kla, Sian Tevv, Winter, etc. meet using the tournament as a cover to discuss the notion of combining the rebellious cells into a "Rebel Alliance," of sorts, to take down the Empire. In the tournament, Han and Lando are the last two competitors and in what could be the most important win in Han's career, Han wins the* Millennium Falcon *from Lando in a poorly-worded bet. Way back on Nal Hutta, Prince Xizor agrees to help Durga the Hutt find the person who killed Aruk the Hutt. Upon returning to Nar Shaddaa in his new ship, Han Solo proceeds to begin upgrading the* Falcon *like crazy and then takes Chewbacca and Jarik "Solo" to Kashyyyk. Han meets Chewie's family for the first time and soon learns that Bria has joined the Corellian rebels. Chewie proposes marriage to Mallatobuck. They are married (with Han as best man), and Han prepares to leave on his own, but Chewie (supported by Malla) decides to leave with Han, in accordance with his life debt and friendship. (To be continued below . . .)*

  (***Rebel Dawn***)
- *Mon Mothma, Garm Bel Iblis, and Bail Organa begin planning to unite the rebellious cells, heeding the idea mentioned earlier by Bria Tharen to various rebel leaders.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook" and *Rebel Dawn*)

- *On a tip from Boba Fett, Mon Mothma is declared an Enemy of the Empire, but she escapes before she can be arrested. The resulting protest of the accusation on Chandrila leads to an Imperial massacre on the planet.*
  (conjecture based on *Rebel Dawn*)
- *The Outer Rim Territories were among the boldest opponents to the Emperor. This was primarily due to their location on the extreme edge of the Old Republic – their isolation had bred in them a stubborn independence and a remarkably strong distaste for government of any kind, totalitarian government in particular. The fact that the Empire maintained only a token military presence in the Outer Rim might have had something to do with it, as well. Foremost among the territories in opposition was Atrivis Sector, a relatively small sector of space that included the Mantooine and Fest systems. These systems had long histories of petty bickering among themselves, and they distrusted each other almost as much as they hated the far – away Emperor. Resistance to the Emperor was scattered among the different systems, each group of freedom – fighters isolated from and suspicious of the others. Despite their many weaknesses, the Resistance was an annoyance to the Imperial forces, and before long, an Imperial garrison post was established on Mantooine, where the Resistance was most active. The Resistance group there, the self – proclaimed "Liberators", wasted no time in attacking the under – defended post and confiscating it's weapons and equipment. However, instead of quickly retreating into the wilderness as an experienced force might have done, they occupied the remains of the Imperial garrison and boldly broadcast their triumph, urging all on Mantooine to join them in revolt. Because this was the first and only Imperial presence in the system, the Liberators had thought themselves safe from Imperial retribution. They had no knowledge of the Imperial strike fleet waiting in orbit around the nearby moons of Fest. The Resistance group of Fest knew about the fleet, but they had no communication with the Mantooine Rebels. There was no way to warn them . . . Mantooine's Liberators were decimated by the Imperial strike fleet, hunted down almost to the last man. But the Resistance group on nearby Fest remained intact and uncompromised. Both groups now realized the value of communication and an expanded underground network. With this in mind, the Fest group formed its own Mantooine arm, as well as several other branches in various systems throughout Atrivis Sector. The newly – dubbed "Atrivis Resistance Group" (or ARG) was far more efficient than it's ill – fated predecessors. With lines of communication firmly established, the ARG was able to keep track of Imperial movement and operations throughout the Sector. The underground network worked feverishly to feed information to the ARG leaders, who had set up a hidden base of operations aboard a long - abandoned space station in the barren Generis system. Striking from their hidden base, the ARG was able to harass the Imperial establishment in Atrivis Sector. But as confidence grew within the Resistance ranks, so did concern. The ARG leaders realized just how isolated they were from all other groups throughout the galaxy. For all they knew, the Imperials could be mounting a major offensive against them from the very next sector. They simply had no way of knowing what was happening outside their remote sector of space. That was until Mon Mothma arrived . . . Mon Mothma's visit to Atrivis Sector began a new era for its Resistance fighters. She proposed to link Atrivis's forces with countless others throughout the galaxy, integrating them into the forthcoming Rebel Alliance. The ARG's leaders were hesitant to establish an efficient organization, and they were afraid to give control to outsiders. But Mon Mothma was persuasive. She pointed out the benefits to the ARG of a galaxy – wide communications net, and of the usefulness of a single galactic Resistance command as opposed to multiple uncoordinated ones. She admitted that this entailed some loss of control on the part of the ARG, but stressed that it was necessary if they were to have any chance of success against the monolithic*

Empire. She also noted that the ARG would get something in return for their loss of control. As she proposed to make the base on Generis a key communications station linking many Outer Rim resistance units through satellite beam transmissions, the Alliance would establish a fighter outpost on Generis to protect the base. Up until then, the ARG had had no starfighters at all. There was some mild argument over the proposition among the ARG leaders, but it quickly became obvious that the positive points of joining the Rebel Alliance far outweighed the negative. Yes, there would be an influx of foreign personnel, as well as new responsibilities and dangers. But the promise of new weapons, equipment, and the added security of open communication with other Resistance groups was more than enough to convince them. The treaty of Generis was signed shortly thereafter, binding the ARG to the Alliance for the Duration. The ARG was in the war.

(conjecture based on *Star Wars: The Roleplaying Game*—"Rebel Alliance Sourcebook" and *Rebel Dawn* via *TimeTales*, verbatim with the exception of adding the word "forthcoming" before the term "Rebel Alliance")

- *On Aduba-3, the village of Onacra becomes the preferred target for Serji-X Arrogantus and his Cloud Riders. Arrogantus had intended to raid them for goods and then sell them in Tun Aduban, but several of the town's leaders convince him to accept credits instead of pillaging their town. This arrangement would continue for three years, ending just after the Battle of Yavin.*

  (conjecture based on *The Starhoppers of Aduba-3)*

- *Having returned to Nar Shadda after a long five months of great smuggling success, Han Solo is bored with smuggling. He begins avoiding Salla Zend's marriage proposal (He had saved her when her ship was about to be destroyed, but without a ship, she wants to settle down. She doesn't bother to really ask him, but assumes he wants to get married.). To get out of the situation, Han heads for the Corporate Sector to make a profit. Upon arrival, he intends to have the* Millennium Flacon*'s hyperdrive upgraded by Doc. (To be continued below . . .)*

  (***Rebel Dawn***)

- *While Doc works on the* Millennium Falcon*, Han Solo and Chewbacca work on a run to Rampa for Roa. The job brings them into contact with Reck Desh for the first time.*

  (conjecture based on *Hero's Trial*)

- *The rebel groups that will soon form the Rebel Alliance begin supplying the Alignment Forces in the Virgillan Civil War. The Imperial-supporting side of the civil war, the Aristocracy, had previously kept blaster technology out of Alignment hands. The Rebels have now changed that.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

The Hutt Gambit [continued] (novel: A. C. Crispin)

The Shadow of the Empire [continued]
Playthings for the Moff
The Admiral's Orders
Battle Stations?
Dreams and Nightmares
Making Magic
The Battle of Nar Shaddaa
Leave-takings
The Payoff

The Lando Calrissian Adventures [continued] (novel trilogy: L. Neil Smith)

Lando Calrissian and the Flamewind of Oseon (novel: L. Neil Smith)

Chapters 1 – 18

Lando Calrissian and the Starcave of ThonBoka (novel: L. Neil Smith)
Chapters 1 – 18
Tales of the Black Curs (AJ short stories: Peter Schweighofer)
Chessa's Doom [flashback] (AJ1 short story: Peter Schweighofer)
Big Quince [flashback] (AJ2 short story: Peter Schweighofer)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
The Hutt Gambit [continued] (novel: A. C. Crispin)
Epilogue
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn (novel: A. C. Crispin)
Winners and Losers
Promises to Keep
Mallatobuck
Domestic Bliss and Other Complications
"From One Side of This Galaxy to the Other"
Farewell to Nar Shaddaa

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- *A remote grandniece of Palpatine, Ederlatth Pallopides, is born.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Anja Gallandro is born on Anobis.*
  (conjecture based on *Return to Ord Mantell*)
- *Boo Rawl joins the Rebellion.*
  (conjecture based on *Slaying Dragons*)
- *Rayf Ysanna is born on Ossus.*
  (conjecture based on *Dark Empire II*)
- *Gabby is born.*
  (conjecture based on *Before the Storm*)
- *Under the leadership of Mon Mothma, Bail Organa, and Garm Bel-Iblis, the various rebellious factions within the Galactic Empire unite to form the Alliance to Restore the Republic (also known as the Rebel Alliance), with the signing of the Corellian Treaty.*
  (conjecture based on *Rebel Dawn*)
- *Mon Mothma drafts the "Declaration of Rebellion" and broadcasts it over the Holonet. In it, she calls for the overthrow of Palpatine and the restoration of the Republic. Several planets openly announce their allegiance to the Alliance and begin transferring supplies to the Rebels. Many of these worlds are soon suppressed by Imperial forces, but much of the supply loads get through.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook")
- *Greedo and Anky Fremp become friends and partners in mischief.*
  (conjecture based on *A Hunter's Fate: Greedo's Tale*)
- *Drigor Tarrens discovers that the Qektoth Confederation's leaders has been using DNA samples from its members to engineer ever more powerful biological technology and weapons. He takes off in a Y-wing to inform the rest of the Confederation, but the starfighter explodes. When he awakens, the Confederation has repaired his body with cybernetic implant and he is to be put on trial for treason. He flees to Uukaablis, where he is given asylum.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Wildfire'")
- *Boo Rawl joins the Rebellion.*
  (conjecture based on *Slaying Dragons*)
- *An outlaw camp is established on Aaris III.*

(conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)

- *Corellian outlaw Sufar is exiled from is colony for committing a murder.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)
- *A surveillance post is established on Calito by the Bacrana System Defense Force.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *The FR9 model holographic ore scanner is produced by MicroThrust.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *The Rebel Alliance establishes a base on De'nel.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *Devton Cirilla joins the Ubiqtorate. He will come to work under the alias Carill Benton as EO of Data Equity Management, Incorporated (DEMi), spying on the Tapani Sector from the top.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Savielk Trey'dra becomes leader of the Bothan Council (making him the de facto ruler of the Bothan people).*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *Dandamont Pring becomes Imperial Consul-General to Bothawui.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, abridged)
- *Yasinda Barkak, a Force-sensitive Imperial Intelligence agent being groomed to be one of the Emperor's Hands, has refused to believe in the Force. When on Tasariq, proximity to Tasar Crystals reawakens her Force-sensitivity, making her hear voices and slowly be driven insane.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *The brother of Hapan Prince Isolder is killed by Harravan, a pirate. Isolder takes off undercover to hunt for Harravan.**
  (conjecture based on *The Courtship of Princess Leia*)*

***NOTE: Entry moved from 5 BSW4 based on information provided by StarKiller.**

- *When her father, Dreja Darmic, is arrested for sympathizing with the Rebellion under the pretense of a tax evasion arrest, Maranne Darmic takes the next freighter off of Coruscant, which happens to be Haber Trell's. The two become partners in trading and, at times, smuggling.*
  (conjecture based on *Side Trip*)
- *Frequent winner of the race during the Festival of the High Winds on Sevarcos, Lord Cassius Nolath Rha, wins the race for the second year in a row.*
  (conjecture based on *The Festival of the High Winds*)
- *Eyvind becomes the farthest out moisture farmer in the areas around Mos Eisley on Tatooine.*
  (conjecture based on *Drawing the Maps of Peace: The Moisture Farmer's Tale*)
- *On Indu San, Robbe Nostler of the Galactic News Network is forced to start tailoring his stories to Imperial censors.*
  (conjecture based on *Kella Rand Reporting*)
- *Lady Varin Arabella ascends to head of House Barnaba.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")
- *Wryk Jobones retires from active swoopchasing competition.*

(conjecture based on *Star Wars: The Roleplaying Game*—“Black Sands of Socorro” via *TimeTales*, abridged)

- *Possibly as a reaction to reports of the Rebel Alliance's formation, Grand Moff Willhuff Tarkin and Bevel Lemelisk begin construction on the* Death Star I *in orbit of Despayre. Tarkin orders the construction of a second station, the* Death Star II*, assuming that the first pans out.**

(conjecture based on *Star Wars: The Roleplaying Game*--"Death Star Technical Companion")*

***NOTE: From this point onward, I will try to always refer to the various *Death Star*-based projects as follows. The prototype *Death Star* which appears in the *Jedi Academy Trilogy* will, of course, be referred to as the *Death Star Prototype*. The *Death Star*-modeled creation found in *Darksaber* will be referred to as the *Darksaber*. The *Death Star*-modeled creation dubbed the *Tarkin* will be referred to as the *Tarkin*. The first *Death Star* to be destroyed by the Rebel Alliance (at the Battle of Yavin) will be referred to as the *Death Star I*. The second *Death Star* to be destroyed by the Rebel Alliance (at the Battle of Endor) will be referred to as the *Death Star II*. I know that numbers were not given to the *Death Stars* that appear on film, but the naming convention of "I" and "II" were created in the *Essential Guide to Vehicles and Vessels*, and I will use them to assure that no confusion exists.**

- *In response to the formation of the Rebel Alliance, Emperor Palpatine begins building up the Imperial military.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Imperial Sourcebook")

- *Moff Kentor Sarne is assigned to the Kathol sector. Upon his promotion, he requests that the* Renegade *be among his forces.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Sufar is banished from his Corellian colony home after committing a series of murders.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *The first Rebel High Command base is created in the Chrellis system, though they must leave for a new base on Dantooine shortly thereafter due to increased Imperial activity in the Chrellis system.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook")

- *Travia Chan is made Commander in Chief of the Rebel forces in the Atrivis sector.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook")

- *The X-wing is introduced into the Rebel Alliance fleet.**

(conjecture based on *X-wing*)*

***NOTE: I know that *X-wing* is Apocryphal, but the date that was first set in the game for the X-wing's introduction into the Alliance's space forces has generally been accepted throughout the Official Continuity, so until/unless I hear differently, I will leave this event here, regardless of where the date first appeared.**

- *Adazian Liebke, now a Rebel Alliance officer, goes to Pii 3 seeking refuges with his old friend Xenon Nnaksta. He will eventually convince Xe to join the Rebel Alliance.**

(conjecture based on *The Greel Wood Haven*)*

***NOTE: *The Greel Wood Haven* uses the term pro-Alliance several times to speak of anti-Empire groups, but it is clear by the suggested timing of earlier events that it is *not* the Rebel Alliance until this point, but simply anti-Empire dissidents.**

- *A group of Rebels liberates the workers at the Garen IV labor camp, including Stevan Makintay. Makintay returns home to Hargeeva and tries to lead the citizens in rebelling against his father, but to no avail. Mak, knowing the woman he loves, Ketrian Altronel, is safe working for the Imperials at the moment, he returns to the Rebel Alliance. Several other Hargeevans and offworlders who helped in the attempted coup leave for the Alliance with him, including Merinda Niemeh.*

(conjecture based on *Firepower*)

- *Rebel Alliance member Amarith is promoted to captain. When this happens, her former partner, Koral-tae, decides to retire back to Ando.*
  (conjecture based on *The Ando Project*)
- *Leia Organa meets Emperor Palpatine and Roganda Ismaren (one of Palpatine's concubines and an Emperor's Hand).*
  (conjecture based on *Children of the Jedi*)
- *Corellian Diktat Dupas Thomree dies. Heir – apparent Daclif Gallamby becomes the new Diktat, though he is little more than just a figurehead for a puppet government. Gallamby's ascension brought Thracken Sal-Solo to a position of second-in-command.*
  (conjecture based on *Assault at Selonia* via *TimeTales*, verbatim)
- *Shandria L'hnnar begins studying at the Imperial Institute of Higher Studies on Ferrhast. In her early days there, her friend Celida Noerr, who had just joined the Alliance, is arrested as a traitor to the Empire after showing Shandria the truth of Imperial tyranny. Shandria leaves to join the Alliance.*
  (conjecture based on *One of a Kind*)
- *Tereb Ab'Lon begins sending useful information to the Rebel Alliance.*
  (conjecture based on *Droid Trouble*)
- *As a result of Hal Horn's efforts, Booster Terrik is captured by Corellian Security and sent to Kessel.*
  (conjecture based on *The Bacta War*)
- *Toob and Karl Ancher are wounded when a homemade thermal detonator explodes. Toob loses an eye, while Karl loses a leg. Both get cybernetic implants.*
  (conjecture based on *Out of the Cradle*)
- *Drake Paulsen returns to Socorro after a smuggling run. He runs into Toob Ancher, who is leaving the world for good, expecting to die soon. He then goes to Karl Ancher's Black Dust Tavern, where he refuses a summons from Secles Uslopos, who is wanting him to take a job for Abdi-Badawzi. Upon leaving, Drake is stunned and taken to Abdi's fortress anyway. There, he sees his father, Kaine, being threatened, and is forced to relent and take the job. He is to be aboard the* Seldom Different*, captained by Elias Halbert with the Coynite Warrior Tra'Parr'Sratt. They are to be a decoy to fool Imperials while another ship makes a run in the Nodgra system. When they are stopped by the Imperial Star Destroyer* Inquisitor*, a stormtrooper fakes an "incident" to let the Imps use him as an "example" of what it means to be insubordinate (or threatening) to a stormtrooper. They shoot him in the shoulder and leave. Drake passes out and awakens to the Sratt calling him Lom'Ka'Sol. He is on the* Miss Chance *one of the two ships he and his father own. His father is also there, free of Abdi's clutches. Kaine informs Drake that Sratt was there when he was born and called him Lom at the time. Now "Lom'Ka'Sol" means he believes the young Drake has come of age. They head back to Socorro to pick up their Ghtroc freighter, the* Steadfast*.*
  (***Out of the Cradle***)
- *While Kaine Paulsen and Karl Ancher argue over Kaine's desire to help the Thrugii Outpost out of good will (to deliver needed supplies), Kaine sends Drake over to a nearby guard station to "check on his Wookiee." Drake has no idea what he's talking about. He goes to the station and meets with Seth, the CO of the little station (though not an Imperial), and finds him dealing with a Wookiee. Drake calms the Wookiee, Nikaede, and suggests that she join Drake and Kaine as a mechanic. Karl enters and tries to help when Imperials enter and don't go along with Drake's story of purchasing Nikaede. The Imperials lock all three of them up, where they meet Tait Ransom, who is also being held. Inside the cell, Karl and Drake talk about how Karl really does care for Kaine, and was worried about him taking the Thrugii job, though he did anyway. Finally, with a distraction from*

Nikaede, they escape aboard a ship flown by Tait's comrade, Rusty. They escape to Socorro. As Drake awakens from the flight, he overhears Karl and Tait talking about Kaine. He's been killed during the Thrugii mission. Karl and Tait help console Drake. Tait gives him 1,000 credits, like his dad gave him when they parted. Drake will take up his father's legacy. He and Nikaede team up and take the Steadfast *(still hidden in a dormant Socorran volcano) off of Socorro. Their destination: the Thrugii outpost, to finish what Kaine started.*

(***When the Domino Falls***)

- *When the Empire strikes Tyshapahl, Tedris Bjalin leaves Imperial service and joins the Rebel Alliance.*

  (conjecture based on *Rebel Dawn*)
- *Flinor Tekkirl joins the Rebellion as a scout.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, abridged)
- *The Imperials garrison the planet Nishr.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rules of Engagement" via *TimeTales*, abridged)
- *One month after the signing of the Corellian Treaty, the Besadii clan of Hutts is censured and fined 1,000,000 credits when Jabba the Hutt convinces the other clans that the Besadii have done ill to the Desijilic clan. Jabba has slowly begun taking leadership of his clan while Jiliac is busy with motherhood. Elsewhere, Bria Tharen leads a raid on an Ylesian slave ship. (To be continued below . . .)*

  (***Rebel Dawn***)
- *Han Solo and Chewbacca, now working in the Corporate Sector Authority. On an arms run to Duroon, the* Millennium Falcon *is damaged, leading Han to pay his employer, Ploovo Two-for-One back immediately and take off to find his old friend Doc, who can make the necessary repairs to the ship. When they reach where the expect to find Doc, they instead find that he has vanished. They* do *find his daughter, Jessa, though, who tells them of Doc's disappearance. An IRD attack is repelled by the outlaw troupe, using Z-95 Headhunters, and then Jessa tells them what they must do to gain repairs. They, and others who have lost friends or loved ones, are to go on a mission to find the lost individuals, including her father. They agree and the* Falcon *is placed aboard a drone barge where Han is introduced to Bollux and Blue Max, two droids. The smaller one, Max, is carried inside Bollux's chest, and will hack into CSA computers to find the location of the missing people. They proceed to Orron III where they meet the rest of their infiltration group: Rekkon; Torm; Atuarre; and Pakka, Atuarre's cub. Their mission is a success, but in the process, Chewbacca is captured. Rekkon tells Han of Chewie's predicament just as Torm, a traitor, kills Rekkon. Han, enraged, tosses Torm out the nearest airlock. (Some science fiction series, like* Babylon 5*, call this "spacing.") Solo and the rest of the remaining team members head for Mytus VII and its Star's End prison complex. They infiltrate the area as replacement entertainers for Vice President Hirken. Unfortunately, Hirken doesn't care for the group and only wants Bollux, for a match against his Mark X Executioner droid in a gladiator battle. During the match, Solo rigs the prison tower to be blasted free of the planet and into space. Once this happens, the prisoners are freed and sent to the* Falcon*, docked alongside the tower. In space, Solo faces off with Hirken and Uul-Rha-Shan, Hirken's bodyguard. The tower is on its way to crash back into the planet when Han kills Shan. Defeated, Hirken tries to plead for safe passage away from the doomed tower, but upon doing so, he is murdered by his own employees for treason. Han boards the ship and they escape the tower before it crashes back into Mytus VII. They return to Urdur, Doc's hideout, and reunite Doc with Jessa. The modifications and repairs asked for are made to the* Millennium Falcon*.*

  (***Han Solo at Star's End***)

- *Having been attacked by a dinko brought to him by Han Solo, Ploovo Two-For-One puts a bounty on the head of any dinko.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *One month after her attack on an Ylesian slave ship, Bria Tharen suggests that the Rebel Alliance strike at Ylesia itself to free slaves, who might want to join the Rebellion, and to take over as much spice as they can to purchase weapons and ships. In the Corporate Sector, Han Solo is with Jessa, but considers returning to Nar Shaddaa after a while. (To be continued below . . .)*
  (***Rebel Dawn***)
- *The A-wing, following fast on the heels of the X-wing, is introduced into the Rebel Alliance fleet. It has been designed by Jan Dodonna and Adar Tallon.*
  (conjecture based on *Droids* and *Star Wars: The Roleplaying Game*--"Rebel Sourcebook")
- *Corran Horn enters the Corellian Security Force Academy.*
  (conjecture based on *Rogue Squadron*)
- *The Scout Service (originally part of the Old Republic) is disbanded.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 8: Scouts")
- *On a run to Kamar, the* Millennium Falcon *takes some damage, forcing Han Solo and Chewbacca to make repairs with Kamarian fluidic technology. While on the world, they begin showing a holofilm,* Varn, World of Water*, to the natives in return for* q'mai*, a fee. Unbeknownst to them, the natives haven't taken up a new pastime, but a new religion, and the* q'mai *is an offering.*
  (conjecture based on *Han Solo's Revenge*)
- *During a run to Kamar, Han Solo and Chewbacca have accidentally created a new religion. Needless to say, this is not a favorable event when they discover the truth of the situation, so they flee to the planet Lur. A rich man named Zlarb hires them for a run which they soon learn, under threat, is a slaving run. He and Chewbacca (along with the slaves, whom they have freed) defeat Zlarb and his fellow slavers. Solo, now bereft of the fee he was to receive from Zlarb, decides to take his payment in simple revenge for the slaving Zlarb was doing. Their quest takes them to Bonadan, where they intend to take the payment that Zlarb was to receive upon receipt of the slaves. When they arrive, they find Fiolla, a CSA auditor, and Spray. Fiolla has discovered a link, she thinks, between the CSA and the slavers. Fiolla and Han take* Lady of Mindor*, a pleasure ship, to Ammuud, where the conspiracy is rooted. Chewie and Spray head for Ammuud in the* Millennium Falcon *ahead of Han and Fiolla. En route,* Lady of Mindor *is attacked by slavers led by Fiolla's assistant, Magg, who was "on the take" under Zlarb's employ. They manage to escape the slavers and proceed to Ammuud. Once there, they speak with another man attempting to take down the conspiracy, Mor Glayyd. They show Glayyd that his father's murder was caused by Zlarb, and he agrees to aid them. The slavers had set up a duel between Glayyd and Gallandro, the best shot in the galaxy, per se. Han decides to take Glayyd's place. The duel isn't carried out, however, because Gallandro apologizes for the affront which brought about the duel. Han and Fiolla catch up to Chewie and Spray, but during their journey from the planet, they are taken aboard a Victory-class Star Destroyer, where Gallandro recognizes Spray as Odumin, territorial manager for the CSA. Odumin had been using Solo and Chewie in an attempt to make the slavery ring vulnerable, in preparation for destroying it. Their reward for helping Odumin is to be arrest (to silence them). Han doesn't like that idea, of course, and enters into a firefight with Odumin until he takes Fiolla and Gallandro hostage, steals a sizeable "reward" from Odumin's vault, and makes his way back to the* Falcon*. He leaves Fiolla and Gallandro behind, as he and Chewie escape unharmed.*
  (***Han Solo's Revenge***)

- *After Han Solo and Chewbacca's escape from Kamar, the local Kamarians build an effigy of Solo, calling him the Dark One, the one who tempts and then denies. The religion Han inadvertently started is taken over by Sonniod, who comes to be known as the Good One.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *In need of repairs on the* Millennium Falcon*, Han Solo and Chewbacca leave the Corporate Sector. They attempt clotheslegging in the Cron Drift, a Military Script-Exchange Plot in the Lesser Plooroid cluster, and several other schemes before finding themselves in the Tion Hegemony working for Grigmin.*
  (conjecture based on *Han Solo and the Lost Legacy*)
- *The Margengai glide (a dance) gains popularity.*
  (conjecture based on *Rebel Dawn*)
- *At the battle of Chabosh, Harsh, in command of the Star Destroyer* Cauldron*, leads a stormtrooper company in battle with Rebels who have just overthrown the governor. Harsh is severely wounded and told that his legs will have to be replaced with cybernetics. He refuses the operation, and his legs actually wind up healing, making him a legend among Imperials.*
  (conjecture based on *Unusual Suspects*)
- *Captain Tandra Pryl and her Star Destroyer,* Thunderflare*, are assigned to the Elrood Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *Imperial Mining Ltd. is founded on Derilyn in the Elrood Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *Industrial Automaton and Cybot Galactica remain the only major droid manufacturers in the market after the chaos of Rebel activity helps them put the smaller companies out of business.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook")
- *The Galactic Empire oppresses the Icarii on Vestar. The Icarii can regenerate, however, and the battle is costly until Abl Karda, an Imperial Colonel, decapitates the still living head of Selestrine, the Icarii leader, and uses a biological weapon to destroy the Icarii. He keeps the future-seeing head and leaves Vestar.*
  (conjecture based on *Boba Fett: Enemy of the Empire*)
- *On Ingo, C-3PO and R2-D2 come into the service of Thall Joben and Jord Dusat. When Thall is captured by Tig Fromm and Vlix, two gangsters, Jord, the droids, and the mysterious Rebel Kea, save him.*
  (***Droids: The Trigon One*—"The White Witch"**)
- *Jord Dusat, Thall Joben, Kea, R2-D2 and C-3PO break into Sise Fromm's base and steal his new weapon, the* Trigon 1*.*
  (***Droids: The Trigon One*—"Escape Into Terror"**)
- *Jord Dusat, Thall Joben, Kea, R2-D2 and C-3PO are captured by Sise Fromm as Fromm tries to get the* Trigon 1 *back. The droids escape and send the* Trigon 1 *to Thromm's base where it destroys itself and the base.*
  (***Droids: The Trigon One*—"The Trigon . . . Unleashed"**)
- *Sise Fromm hires Boba Fett to assassinate Thall Joben and the rest of those responsible for the loss of the* Trigon 1*. When Thromm's own meddling ends in fouling up Fett's mission, Fett turns Fromm over to Jabba the Hutt.*
  (***Droids: The Trigon One*—"A Race to the Finish"**)
- *C-3PO and R2-D2, now working as waiters for Jann, are with Jann and friend Jessica when they discover the prince Mon Julpa, hypnotized. They save him from an evil miner, thus beginning the next great adventure for the droids.*

(***Droids: Mon-Julpa*—"The Lost Prince"**)

- *C-3PO, R2-D2, Jann and Jessica take Mon Julpa to his homeworld and battle the Pirates of Tarnooga before he is able to be installed as the new, rightful king.*

(***Droids: Mon-Julpa*—"The New King"**)

- *C-3PO, R2-D2, and Jann head for Tarnooga and foil a plot by the Pirates of Tarnooga to use an Imperial Demolisher on Mon Julpa as revenge for their earlier defeat.*

(***Droids: Mon-Julpa*—"The Pirates of Tarnooga"**)

- *Mon Julpa makes peace with rival Lord Koda. When Kybo Ren kidnaps Koda's daughter, Julpa and Koda work together and save her.*

(***Droids: Mon-Julpa*—"The Revenge of Kybo Ren"**)

- *Jann, C-3PO, and R2-D2 take Coby to the space academy, but after arrival, Coby's cat is stolen, which leads them to a planet where a group of criminals have enslaved a race of birdlike beings. Jann and the others help free the bird beings.*

(***Droids: Mon-Julpa*—"Coby and the Starhunters"**)

- *R2-D2 and C-3PO find themselves on Biitu, where a droid ore processor called the Great Heep is processing ore, but destroying the planet's ecosphere in the process. When R2-D2 is captured by the Heep, C-3PO helps free him, along with the adventurous Mongo Boabab, who is there to establish a trading post. The Heep is stopped and C-3PO and R2-D2 have found themselves a new master—Mungo Boabab.*

(***Droids: The Great Heep***)

- *C-3PO, R2-D2, and Mungo Boabab are attacked by Admiral Screed's forces and flee to Roon in search of Roon stones.*

(***Droids: The Adventures of Mungo Baobab*—"The Tail of the Roon Comet"**)

- *On Roon, Mongo Boabab and locals Auren Yomm and Nilz Yomm defeat the cronies of the intolerant Governor Koong in the Roon Games.*

(***Droids: The Adventures of Mungo Baobab*—"The Roon Games"**)

- *C-3PO and R2-D2 go with Mungo Boabab as he finally finds some Roon stones. He is forced to abandon them to save himself and the droids when they are attacked by Gaff, a henchman sent by Koong to take revenge for their defeat in the Roon Games.*

(***Droids: The Adventures of Mungo Baobab*—"Across the Roon Sea"**)

- *Against Admiral Screed's orders, Governor Koong of Roon uses germ warfare on the populace. When Nilz and Auren Yomm seek an antidote to cure Auren's mother, Mungo Boabab, R2-D2, and C-3PO seek out Koong's base. The base is filled with Roon stones, but they are all lost as the droids and Mungo escape with the antidote as the base is destroyed. The people of Roon are saved from the germ agent.*

(***Droids: The Adventures of Mungo Baobab*—"The Frozen Citadel"**)

- *The Ewoks of Chief Chirpa's tribe (including Wicket W. Warrick, Princess Kneesa, etc.) save their home forest when the evil witch Morag attempts to use the Firefolk (little pixie-like beings) to set the forest on fire, though a spell placed on their wings.*

(***Ewoks: The Cries of the Trees***)

- *The Ewoks of Chirpa's tribe save their precious berries and the trees they grow on from Morag and the Dulaks, using a magic bar of soap that turns whatever it lathers invisible.*

(***Ewoks: The Haunted Village***)

- *Wicket W. Warrick and company are almost crushed by the Phlogs when Morag and the Dulaks make the Phlogs think that the Ewoks kidnapped a baby Phlogling. Luckily, the Ewoks show the Pholgs the truth of the matter.*

(***Ewoks: Rampage of the Phlogs***)

- *The Ewoks of Chief Chirpa's tribe scour the forest moon of Endor and finally find the ingredients needed to save Wicket's father, Deej, from a grave illness.*
  (***Ewoks: To Save Deej***)
- *Latara leaves the Ewok tribe to join the travelling Jindas. She is then taken by the Dulaks before being saved by the Ewoks (with special help from Logray's magic).*
  (***Ewoks: The Travelling Jindas***)
- *The Tree of Light on the forest moon of Endor begins to weaken. As the Dulaks prepare to destroy it and unleash evil on the moon, the Ewoks race to save it. The Ewoks manage to do so, which brings the forest moon back to its usual pleasantness.*
  (***Ewoks: The Tree of Light***)
- *The Jindas are faced with a curse put on them by an evil wizard. With the Ewoks' help, though, the curse is lifted.*
  (***Ewoks: The Curse of the Jindas***)
- *Morag steals the Ewoks' Sunstar and attaches it to the Shadowstone, increasing their power. She becomes a lava monster, but is still defeated by Logray and the other Ewoks, though at a price—the Sunstar and Shadowstone are now permanently combined, which means their incredible magic power can now be used for good* or *evil.*
  (***Ewoks: Sunstar vs. Shadowstone***)
- *When Wicket and his friends find his old battle wagon, they perk it up, only to have it stolen by the Dulaks. Kneesa and Wicket steal it back.*
  (***Ewoks: Wicket's Wagon***)
- *Kneesa accidentally creates stranglethorn vines that terrorize the Ewok village until she finds a potion that destroys them.*
  (***Ewoks: The Three Lessons***)
- *As the Duloks try to steal the Ewoks' harvest, the Dulak shaman accidentally makes Hoona (a huge Phlog) fall in love with Wicket, which makes Hoona help save the Ewok village.*
  (***Ewoks: Blue Harvest***)
- *Kneesa discovers that the mysterious Asha, a female Ewok who battles those who would hurt the forest, is actually her long-lost older sister. Asha joins the other Ewoks in saving the Ewok village from yet another Dulak plot.*
  (***Ewoks: Asha***)
- *When a gem needs to be repaired, Kneesa and company must battle the evil Gracca (whose touch turns things to crystal, like a twisted version of Midas) to steal her Crystal Cloak. They do so, and the gem is repaired.*
  (***Ewoks: The Crystal Cloak***)
- *Kneesa takes care of a wish plant at the behest of the Leaf Queen.*
  (***Ewoks: The Wish Plant***)
- *Wicket W. Warrick and Teebo run away from the Ewok village and decide to live in a secluded area. The area seems to be haunted by Shrieks, but it is merely a hermit named (get this!)* Larry*, who wants to be left alone. They decide to go home.*
  (***Ewoks: Home is Where the Shrieks Are***)
- *Latara pretends to be a princess, only to be captured by the Gorph Queen Slugga, who wants her to marry her son. The Ewoks save Latara, of course.*
  (***Ewoks: Princess Latara***)
- *Wicket W. Warrick awakens the powerful Raich, forcing the other Ewoks to seek out the Gonster for help in subduing the creature.*
  (***Ewoks: The Raich***)
- *The Totem Master gives the Ewoks a totem pole that awakens at night and steals from them. With Wicket's help, they defeat the totem pole.*
  (***Ewoks: The Totem Master***)

- *When Wicket steals a dragon egg as a gift for his mother, Shodu, the Ewoks nearly get their asses kicked for his transgression.*
  (***Ewoks: A Gift for Shodu***)
- *An interdimensional being known as the Stranger comes to steal the Sunstar, but is sent packing by Wicket and Teebo.*
  (***Ewoks: Night of the Stranger***)
- *When Wicket is captured by Mimphs, he helps save them from the hanadak before being allowed to leave.*
  (***Ewoks: Gone With the Mimphs***)
- *Logray's original apprentice, Zarrak, returns and tries to steal the Sunstar, only to be defeated by Teebo.*
  (***Ewoks: The First Apprentice***)
- *With Mooth (the storekeeper) in bad health, the Ewoks try to help him sell his wares.*
  (***Ewoks: Hard Sell***)
- *Wicket bets with Latara that he can turn anyone into a warrior in a day. He tries to train Teebo, but it doesn't go well.*
  (***Ewoks: A Warrior and a Lurdo***)
- *When the Snow King won't turn over the Season Scepter to the Sun King, the forest moon of Endor is frozen over, until the Ewoks help the Sun King get his rightful turn.*
  (***Ewoks: The Season Scepter***)
- *Then the Duloks manage to get their hands on a sacred fish carving, the Ewoks kick Dulok butt and take it back.*
  (***Ewoks: Prow Beaten***)
- *The Ewok's beast, Baga, must face off with a unicorn named Silky when Silky tries to steal the Sunstar. Baga wins and the Sunstar is secure.*
  (***Ewoks: Baga's Rival***)
- *When Wicket takes the woklings to Horville's Hut of Horrors instead of a tumble bunny show (which gives the wokling nightmares), he is forced to act as a tumble bunny himself.*
  (***Ewoks: Horville's Hut of Horrors***)
- *King Elbo takes Latara as a slave until she renounces all material riches, all because she was greedy for a new flute.*
  (***Ewoks: The Tragic Flute***)
- *Wicket has a run of bad luck and screws up his first warrior test. His friends convince him to try again, and all goes well.*
  (***Ewoks: Just My Luck***)
- *When the visiting Norky wreaks havoc amongst the Ewoks, they realize he needs a friend and work to provide him with companions. The havoc ends.*
  (***Ewoks: Bringing Up Norky***)
- *Dr. Raegar, an Imperial wishing to find the Sunstar and rule in the Emperor's place, comes to the forest moon of Endor and steals the Sunstar. The Ewoks board his Star Destroyer and steal it back. Raegar is taken back to the Emperor to be punished for his betrayal.**
  (***Ewoks: Battle for the Sunstar***)*

***NOTE: This episode was originally aired last, but the *Star Wars Insider* listed it in this position. Since there aren't enough internal clues to determine which spot is correct, I'll go with the SWI's decision.**

- *Kneesa's party is crashed by Party Animals before they finally leave after causing a ruckus, and Kneesa has a chance to share her acorn collection with Prince Delby.*
  (***Ewoks: Party Ewok***)
- *Little Melani tries to save the Sunstar from two creatures named Bothel and Trud. With a little help from the others, they save the Sunstar yet again.*
  (***Ewoks: Melani the Warrior***)

- *Mara Jade is given a test by Palpatine. She must break into Willhuff Tarkin's private quarters. After completing this task with flying colors, she is given the title "Emperor's Hand" and is introduced to Darth Vader.*
  (***Mara Jade: By the Emperor's Hand* #0**)
- *Morgan Katarn, while evacuating protestors from Sulon to Ruusan, stumbles across the Valley of the Jedi. He informs his friend, Jedi Knight Qu Rahn, of his discovery, but Rahn refuses to learn the coordinates of the find. Instead, Katarn engraves a map to the Valley in the ceiling of his home. He then arranges for Rahn to deliver a message and Rahn's lightsaber to his son Kyle Katarn when "the time is right."*
  (***Rebel Agent***)
- *Tet Tramys recruits Ryley Ancum to gather information against the Empire and transmit it in Bass Code.*
  (conjecture based *Rebel Bass*)

The Adventures of Drake Paulsen (AJ short stories: Patricia A. Jackson)
Out of the Cradle (AJ2 short story: Patricia A. Jackson)
When the Domino Falls (AJ3 short story: Patricia A. Jackson)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
Hutt Justice and Rebel Retribution
The Han Solo Adventures (novel trilogy: Brian Daley)
Han Solo at Star's End (novel: Brian Daley)
Chapters 1 – 11
Han Solo at Star's End Comic Adaptation (comic series: Archie Goodwin)
Han Solo at Star's End, Part I (comic: Archie Goodwin)
Han Solo at Star's End, Part II (comic: Archie Goodwin)
Han Solo at Star's End, Part III (comic: Archie Goodwin)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
Hutt Justice and Rebel Retribution [continued]
Interlude I: The Corporate Sector
The Han Solo Adventures [continued] (novel trilogy: Brian Daley)
Han Solo's Revenge (novel: Brian Daley)
Chapters 1 – 13
Droids [continued] (comic series/cartoon series: Dan Thorsland & Ryder Windham & Anthony Daniels & various)
Droids: The Adventures of C-3PO and R2-D2 (cartoon series: Peter Sauder & Richard Beban & Stephen Wright & Joe Johnston & Ben Burtt & Michael Reaves & Gordon Kent & Sharman DiVono & Paul Dini)
The Trigon One (cartoon series: Peter Sauder & Richard Beban & Stephen Wright)
The White Witch (cartoon: Peter Sauder)
Escape Into Terror (cartoon: Peter Sauder)
The Trigon . . . Unleashed (cartoon: Peter Sauder & Richard Beban)
A Race to the Finish (cartoon: Peter Sauder & Stephen Wright)
Mon-Julpa (cartoon series: Peter Sauder)
The Pirate and the Prince (cartoon: Peter Sauder)
The Lost Prince (cartoon: Peter Sauder)
The New King (cartoon: Peter Sauder)
The Pirates of Tarnooga (cartoon: Peter Sauder)
The Revenge of Kypo Ren (cartoon: Peter Sauder)
Coby and the Starhunters (cartoon: Joe Johnston & Peter Sauder)
Droids: The Adventures of C-3PO and R2-D2--"The Great Heep" (cartoon: Ben Burtt)
The Great Heep (cartoon: Ben Burtt)

Droids: The Adventures of C-3PO and R2-D2 (cartoon series: Peter Sauder & Richard Beban & Stephen Wright & Joe Johnston & Ben Burtt & Michael Reaves & Gordon Kent & Sharman DiVono & Paul Dini)

The Adventures of Mungo Baobab (cartoon series: Ben Burtt & Michael Reaves &

Gordon Kent & Peter Sauder & Sharman DiVona & Paul Dini)

The Tail of the Roon Comet (cartoon: Ben Burtt & Michael Reaves)

The Roon Games (cartoon: Ben Burtt & Gordon Kent & Peter Sauder)

Across the Roon Sea (cartoon: Ben Burtt & Sharman DiVono)

The Frozen Citadel (cartoon: Ben Burtt & Paul Dini)

Ewoks (cartoon series: Paul Dini & Bob Carrau & Linda Woolverton & Michael Dubil & Sam Wilson & Stephen Langford)

The Haunted Village (cartoon series: Paul Dini)*

The Cries of the Trees (cartoon: Paul Dini)

The Haunted Village (cartoon: Paul Dini)

Rampage of the Phlogs (cartoon: Paul Dini)

To Save Deej (cartoon: Bob Carrau)

The Traveling Jindas (cartoon: Bob Carrau)

The Tree of Light (cartoon: Bob Carrau)

The Curse of the Jindas (cartoon: Bob Carrau)

The Land of the Gupins (cartoon: Bob Carrau)

The Haunted Village [continued] (cartoon series: Paul Dini)*

***NOTE: The episodes included in *The Haunted Village* (the *Animated Classics* video) are listed here in their original airing order from the original *Ewoks* cartoon series. On the actual videotape (and, yes, this will sound odd), the order is changed. On the video, the story runs: *Sunstar vs. Shadowstone* (opening segment); *The Haunted Village*; *Cries of the Trees*; *Rampage of the Phlogs*; and *Sunstar vs. Shadowstone* (the remainder of the episode). Thanks to Phil Salomon for pointing this out.**

Sunstar vs. Shadowstone (cartoon: Paul Dini)

Wicket's Wagon (cartoon: Paul Dini)

The Three Lessons (cartoon: Bob Carrau)

Blue Harvest (cartoon: Paul Dini & Sam Wilson)

Asha (cartoon: Paul Dini)

The Crystal Cloak (cartoon: Paul Dini)

The Wish Plant (cartoon: Bob Carrau)

Home is Where the Shrieks Are (cartoon: Bob Carrau)

Princess Latara (cartoon: Paul Dini)

The Raich (cartoon: Michael Reeves)

The Totem Master (cartoon: Bob Carrau)

A Gift for Shodu (cartoon: Paul Dini)

Night of the Stranger (cartoon: Paul Dini)

Gone With the Mimphs (cartoon: Linda Woolverton)

The First Apprentice (cartoon: Paul Dini)

Hard Sell (cartoon: Michael Reeves)

A Warrior and a Lurdo (cartoon: Michael Dubil)

The Season Sceptor (cartoon: Bob Carrau)

Prow Beaten (cartoon: Bob Carrau)

Baba's Rival (cartoon: Linda Woolverton)

Horville's Hut of Horrors (cartoon: Paul Dini)

The Tragic Flute (cartoon: Bob Carrau)

Just My Luck (cartoon: Michael Dubil)

Bringing Up Norky (cartoon: Bob Carrau)

Battle for the Sunstar (cartoon: Paul Dini)*

***NOTE: This episode was originally aired last, but the *Star Wars Insider* listed it in this position. Since there aren't enough internal clues to determine which spot is correct, I'll go with the SWI's decision.**

Party Ewok (cartoon: Bob Carrau)

Malani the Warrior (cartoon: Stephen Langford)
Mara Jade: By the Emperor's Hand (comic series: Michael Stackpole & Timothy Zahn)
By The Emperor's Hand #0 (www.starwars.com comic: Timothy Zahn)
Dark Forces Trilogy (graphic novel trilogy: William C. Dietz)
Dark Forces--Rebel Agent (graphic novel: William C. Dietz)
Chapter 1
Dark Forces Audio Dramatizations (audio drama series: John Whitman)
Rebel Agent (audio drama: John Whitman)

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- *Lumpawarrump, son of Mallatobuck and Chewbacca, is born on Kashyyyk.*
  (conjecture based on *Rebel Dawn*)
- *Luther De'Ono is born.*
  (conjecture based on *Vector Prime*)
- *Rebel Command is moved from Dantooine to Yavin IV, as a result of Mon Mothma's growing concern over Imperial spies.*
  (conjecture based on *The Essential Chronology*)
- *When Imperial customs officials try to confiscate an illegally-modified engine part belonging to Dannen Lifehold and his mechanic, Feq, Feq tries to take the part back and is killed in the attempt..*
  (conjecture based on *Breaking Free*)
- *Riij Winward joins the Rebel Alliance.*
  (conjecture based on *Side Trip*)
- *Harovan Toth is promoted to Commander and transferred to Yavin IV.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #11)
- *Taryn Clancy is taken aboard her father Kal's ship, the* Lassen*, as pilot apprentice.*
  (conjecture based on *Retreat From Coruscant*)
- *Nell Wenn (AKA the bounty hunter Mendegar) makes Tasariq her base of operations.*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *Yasinda Bardak, a Force-sensitive woman, is brought into Imperial Intelligence training and placed in a special program for Force-sensitive agents, overseen by Palpatine himself. When she learns why she has been placed there, her believe in the anti-Force propaganda of the New Order causes her to request transfer from the program. Palpatine allows the request to go through, knowing she can be valuable as a solo agent.*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *Vanden Willard becomes personal assistant to the Organa royal family of Alderaan.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, abridged)
- *Vost Tyne, an Imperial Navy Admiral, retires from active duty.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Planet of the Mists" via *TimeTales*, abridged)
- *When the planet Kabal declares neutrality in the forthcoming Civil War, Imperial bombers make an example of the capital city.*
  (conjecture based on *Fair Prey*)
- *As intergalactic war becomes imminent, Bail Organa expands the role of the safeworld of Isis. Rich in minerals, the planet becomes a starfighter construction facility for the Rebel Alliance. Engineers begin to move there. The native Gutretees are sympathetic to the Rebel cause, and are asked by the Alliance not*

to leave the planet – it is feared the new race would attract the Emperor's attention. Isis remains, for the moment, one of the Alliance's best-kept secrets.
(conjecture based on *Star Wars: The Roleplaying Game*—"The Isis Coordinates" via *TimeTales*, verbatim)

- *The original copy of 54th Atrisian Emperor Uueg Tching's* Sayings *is sent to Coruscant under the request of Palpatine, as a personal trophy.*
(conjecture based on *From the Files of Corellia Antilles*)
- *On Danuta, a hearing-impaired Rybet is murdered in apartment 4G of an apartment complex just a stone's throw from the local Imperial spaceport.*
(conjecture based on *Dark Forces: Soldier for the Empire*)
- *Jabba the Hutt abandons Mos Espa entirely and makes his Mos Eisley townhouse and his palace his two main residences.*
(conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Tatooine")
- *The Wookiees Fahraark and Friyahrr take a group of Hoojibs as slaves, planning to use them soon in a revenge plot against Milac Troper on behalf of Dayla and Hereven Kev.*
(conjecture based on *Welcome to the Jungle*)
- *In a ceremony at the Imperial Palace, Harsh becomes Moff of the Bosph Sector.*
(conjecture based on *Unusual Suspects*)
- *At age 86, Tem Chesko, in failing health, is saved when his droid companion, Millie, gives him her power core (and whatnot) as an artificial heart. (To be continued below . . .)*
(***Tales from Mos Eisley: Mostly Automatic***)
- *Rebel spy Renci Tosh has crash landed near Great Rock in the wilderness of Ord Mantell. She has been captured by a local crimelord's minions, but escaped. To return to the Rebellion, she hires a group of fringers in Great Rock, who help her track her own trail back to the crashed ship. Unfortunately, the ship is gone. Following treads from the crash site, they discover a group of raiders led by the Trandoshan Yarroq. They break into the compound and hold off the raiders while others in the team repair Tosh's Z-95. Finally, they manage to drive off the raiders for a bit, allowing Tosh time to escape. She offers her saviors a chance to join the Rebellion. They'll think about it.*
(***Rendezvous at Ord Mantell***)
- *Davin Felth enrolls in the Caridian academy. (To be continued below . . .)*
(***When the Desert Wind Turns: The Stormtrooper's Tale***)
- *On Tuttin IV, Ryley Ancum, Hannis D'lund, and Erik Lauderslag, collectively known as the musical group "Far Cry," are preparing for an audition with Keth Beamis. Little do Hannis and Erik know that Ryley has been working with Beamis (after being recruited by Tet Tramys) to use a secret code (Bass Code) to encode Rebel Alliance information into their music, hoping to be of service to the Rebels and work against the Empire Ryley believes caused his parents, Tendis and Jioie Ancum, to abandon him on Tuttin IV to be raised by Governor Shran Etison. At the audition, Beamis recognizes important information about metal shipments in their song "Dark Eyes, Warm Thoughts," but before they can send Ryley's information along to the "Holstrum Talent Agency" on Beltrix (a Rebel front), Imperials arrive to take Beamis into custody. He had asked about a woman who turned out to be a spy a while back, and they believe he is a Rebel. Ryley is allowed to go, since they have no true reason to suspect him, but Beamis commits suicide via poison while in custody to prevent the Imperials from getting any information from him. The governor decides to send Ryley and Far Cry to Beltrix with Intelligence Agent Onjo Fegel in order to infiltrate the talent agency and rout any Rebels. While en route, the group manage to get a Bass Code warning out to the Rebels, and upon arrival, Onjo's plans are foiled, as the Rebels have all escaped. Far Cry goes forward with their faked audition, where Ryley*

recognizes two of the people present—Tet Tramys and his mother*. She tells him he has to go back to Tuttin IV for now, but he plans to somehow find a way to communicate with her from Tuttin IV. He's finally found his mother, and he has a lot to catch up on.**

(***Rebel Bass***)*

***NOTE: I place this story here because somehow a 16- or 17-year-old remembers a bit about the Republic era (though it's more likely he was told by his parents), yet the Rebel Alliance does exist. I figure placing it as early in life of the true Rebel Alliance is the best we can do until we get more concrete info.**

- *Greeata and Sy Snootles join the Evar Orbus Band.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Special Edition Sourcebook" via *TimeTales*, verbatim)
- *Droopy McCool joins the Max Rebo band. The band also has an advertisement for an engagement at the Kanzwick Ampitheatre.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 7: Mos Eisley" via *TimeTales*, verbatim)
- *Joh Yowza joins the Max Rebo Band on Nar Shaddaa.*
  (conjecture based on discussions of the *Star Wars* Fanboy Association via *TimeTales*, verbatim)
- *Molo Himron is hand-picked by Emperor Palpatine to be trained by the Imperial Intelligence Bureau.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, abridged)
- *Having systematically dismantled half of Cloud City's droid population, EV-9D9 is hunted by Lando Calrissian, Lobot, and the Cloud City security forces. EV-9D9 sets some of the repulsors on the station to fail, so that the heroes must save the city while she steals a vessel to escape. Traffic controller droid 12-4C-41 seems to have a desire for revenge, but neither Forwun nor the other Cloud City forces can stop her. EV-9D9 heads for Tatooine where she will soon come into the employ of Jabba the Hutt. (To be continued below . . .)*
  (***A Bad Feeling: The Tale of EV-9D9***)
- *Tteel Kkak and his fellow Jawas discover a downed ship on Tatooine, inside of which is a deadly rancor. Bib Fortuna and Bidlo Kwerve decide to purchase the rancor as a gift for Jabba, and purchase the monster-keeper Malakili from the Circus Horrificus to care for it. They present it to Jabba, and Bib is made Jabba's majordomo, while Kwerve becomes the creature's first victim. (To be continued below . . .)*
  (***A Boy and His Monster: The Rancor Keeper's Tale***)
- *The anthropologist Hoole goes to Tatooine on a survey mission. He uses his shape-shifting abilities to infiltrate local groups, from Tusken Raiders to moisture farmers. He learns much, such as that the B'omarr palace that is currently home to Jabba the Hutt was once home to another scoundrel, Alkhara for 34 years at some time in centuries past. After his survey is complete, Hoole desperately wants to get off of the planet and awaits the next transport away from Tatooine.*
  (***The Illustrated Star Wars Universe: Tatooine Entry***)
- *An unknown pilot working under Captain Antilles goes to purchase a ship to help in an upcoming mission. He meets C-D20 and R2-RD, two sales droids who show him several different ships before he chooses (it seems), an Arakyd Helix Light Interceptor. Elsewhere, Debret AKA Courier Nightmoon takes on an unknown cargo for Jarafok via his henchman, Nopan. She will carry the cargo in her Starfeld Z-10 Seeker, the* Starlady*. In another part of the galaxy, near Darknon, two pirates, Larken and Sahr, are aboard the* Pillage *as the pirate group (including the* Pillage, Profit, *and* Trust Me*) prepare to take the helpless* Kizbon's Box*. No sooner do they begin to make their move than the "helpless" prey attacks them, via an Arakyd Helix, making the predatory pirates the prey . . . **
  (***A Buyer's Guide to Alternative Starships***)*

***NOTE: The three stories in this summary aren't even remotely connected, aside from being in the same AJ article. The placement here assumes that all stories happened at the same time, and that the Captain Antilles mentioned is Raymus Antilles, thus making this story necessarily take place prior to ANH.**

- *Lando Calrissian meets Bria Tharen aboard the* Queen of Empire*. He is captured by Boba Fett, who has already captured Bria, but when Drea Renthal (Lando's former interest and a woman who owes Han Solo a favor) arrives with her pirates, the deal their way out of the jam with Fett, and Fett leaves. At about the same time, it has been a month since Han Solo left Fiolla, and he is seriously considering returning to Nar Shaddaa. He and Chewbacca are, at the moment, still en route to the Tion Hegemony. (To be continued below . . .)*

  (***Rebel Dawn***)
- *Han Solo and Chewbacca are now working for Grigmin in the Tion Hegemony. When that job ends (because they showed Grigmin up), they head for Brigia, where they disrupt the status quo of the planet's government. They escape to Rudrig and meet with Han's friend, Badure. Badure introduces them to Hasti. Hasti subsequently hires them to find Xim the Despot's old treasure ship, the* Queen or Ranroon*. (Lanni, Hasti's sister, was killed after finding a clue to the ship's whereabouts.) A Ruurian names Skynx wants to join them for one last adventure before metamorphosing into a chroma-wing, so he tags along. They go to Dallalt and struggle with mine owners to finally gain the ships log recorder. This leads them, after a bit of misadventure, to a group of Survivors, descendants of Xim's people, who want to kill them for a sacrifice. They escape, having to battle Xim's old war droids. Once they are safe, though, Gallandro returns and joins the group. He says that he will take a share of the treasure, then "let bygones by bygones," so to speak. Upon finding the vault holding the treasure, Gallandro tries to kill the others and take the treasure for himself. He gets off the first shot, but he vault's security systems kill him. They finally enter the vault. The treasure, though, is not valuable items, but common materials and old weapons that Xim was trying to stockpile. Han and Chewie leave Bollux and Blue Max with the rest of the group, along with the "treasure," and he and Chewie head off to return to their old haunts.*

  (***Han Solo and the Lost Legacy***)
- *Finally safe, Bria Tharen heads for Nar Shaddaa, where she asks Jiliac and Jabba the Hutt for help in attacking Ylesia. Jabba is willing to help, but Jiliac is not. For the moment, she is without aid. After talking with Lando Calrissian, she begins to consider hiring smugglers as a fighting force. At about the same time, Han Solo and Chewbacca make a stop at Kashyyyk, where they discover that Mallatobuck has had a child, Chewbacca's son. They name the child Lumpawarrump. Soon, they will return to Nar Shaddaa. (To be continued below . . .)*

  (***Rebel Dawn***)
- *Dannen Lifehold is on a run to Dohu VII for Linkaas. This will be his last mission for Linkass. After this, the* Lifeline *will be Dannen's, and the loan from Linkaas fully repaid. Linkaas had other plans, though, and sends his henchmen Chokk and Bakk after Dannen. Dannen arrives on Dohu VII, but the* Lifeline *is damaged and in need of pricey repairs. In a local cantina, Dannen takes a challenge of water-drinking from a Silika named Kenta Anwa. Lifehold chugs it down easily, while Kenta, whose species is oddly affected by water, passes out. Lifehold wins enough credits to have his ship fixed. When he arrives at Linkaas storehouse, though, Chokk and Bakk jump him and tie him up, stealing his winnings and the cargo that Dannen was to pick up. Dannen is saved by Kenta's brother Klin, who had come back to ask Lifehold to take a picture with Kenta, which would be an honor. Lifehold agrees, and begins to piece together who it was that attacked him by the voices he remembers hearing. When Dannen returns to his ship, he finds a Tinnel (a very innocent-minded Tinnel) named Purr, who has fixed his ship. Dannen is first suspicious, then amazed. They leave Dohu VII. Dannen then*

contacts Linkaas, who was planning to have him killed to resell the Lifeline*, but who now simply tells Dannen that Dannen now owes his last payment and the cost of the "stolen" cargo. Dannen refuses, but Linkaas notices Purr and tells Dannen he'll let Dannen off free and clear if he'll give Linkaas Purr to . . . study. Dannen refuses that as well and he and Purr escape into hyperspace, bound for Alderaan, now on the run from Linkaas.*

(***Breaking Free***)

- *The Ssi-Ruuvi carry out an attack on G'rho, a Chandrillan colony world, and take Dev Sibwarra as their "spokesperson."*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *The Empire tightens its grip on Ando, making fishing by the indigenous Aqualish illegal.*

  (conjecture based on *The Ando Project*)
- *Han Solo and Chewbacca return to Nar Shaddaa. They find that Mako Spince has been crippled. Lando Calrissian catches Han up on current events, including his run-in with Bria Tharen. Jabba the Hutt also welcomes Han back with open arms. (To be continued below . . .)*

  (***Rebel Dawn***)
- *Han Solo and Chewbacca meet with Jabba the Hutt on Kwenn Station. They make a transfer of spice and money, regardless of a run-in with Bidlo Kwerve, one of Jabba's servants. While on the station, Salacious B. Crumb gets aboard Jabba's ship. When Jabba gets back to Tatooine, Crumb is found in Jabba's soup bowl and is about to be executed when an accidental spilling of the bowl onto Bidlo Kwerve and Bib Fortuna makes Jabba decide to trade Crumb his life for his services as, essentially, a court jester.*

  (***This Crumb for Hire***)
- *Figrin Da'n wins Tech Mo'r's Ommni Box in a sabacc game.*

  (conjecture based on *We Don't Do Weddings: The Band's Tale*)
- *Lando Calrissian and Niles Ferrier are nearly killed during a run to Phraetiss.*

  (conjecture based on *Dark Force Rising*)
- *Tessala Corvae becomes Major General of the Imperial Army forces in the Tapani Sector.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Merkur starts Merkur's Cab Service in Tal'cara.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *Arkvis is assigned to the staff at the Rebellion's Oracel Base.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *The Empire takes over Edan II.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Introductory Adventure Game")
- *Scruts leads guerrilla fighters against the Imperials taking over Edan II.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Introductory Adventure Game" via *TimeTales*, paraphrased)
- *Portcellus is made chef to Jabba the Hutt.*

  (conjecture based on *Taster's Choice: The Tale of Jabba's Chef*)
- *Brahle Logris kills his father.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *Iella Wessiri joins CorSec.*

  (conjecture based on information provided to *TimeTales* by Dan Wallace)

- *Frequent winner of the race during the Festival of the High Winds on Sevarcos, Lord Cassius Nolath Rha, wins the race for the third year in a row.*
  (conjecture based on *The Festival of the High Winds*)
- *Halla Ettyk prosecutes her last case before taking the Celchu case several years later.*
  (conjecture based on *The Krytos Trap*)
- *Reezen joins the Imperial Navy.*
  (conjecture based on *The Courtship of Princess Leia*)
- *Just before Biggs Darklighter leaves for Carida, he and Luke Skywalker discover a Bantha without its rider. The creature dies, apparently from grief, before they can help it.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Biggs Darklighter leaves Tatooine for the Imperial academy on Carida.*
  (conjecture based on *Star Wars: Episode IV*--"A New Hope")
- *Nil Spaar begins moving members of his Yevethan underground group into positions of power at the Imperial shipyard of N'Zoth.*
  (conjecture based on *Before the Storm*)
- *Col. Abal Karda of the "Lightning Battalion" kills General Nim (his superior) and four body guards and proceeds to go AWOL. He is declared an enemy of the Empire.*
  (conjecture based on *Boba Fett: Enemy of the Empire*)
- *Grell Panib begins his Imperial service.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Rai-Kalei joins the Rebellion.*
  (conjecture based on *A Deal Gone Sour*)
- *Mako Spince is crippled on a smuggling run and decides to take a job as a Nar Shaddaa traffic controller.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Yanden Willard becomes personal aide to the Organa family.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Abal Karda arrives on Maryx Major. He proceeds to a Pessimist monastery and asks for sanctuary from Boba Fett. Across the galaxy, Fett meets with Darth Vader, who hires Fett to find Karda and bring back a casket in Karda's possession,* without *looking at what the casket contains. For 12,000 credits, Fett agrees and heads for Vestar. Vader, shortly thereafter, sends a group of assassins to follow Fett and kill him once the casket is secured. Fett speaks with a freighter crew and learns that Karda had gone to Starstation 12. Fett goes there and learns that Karda had just gotten a facial tattoo and paid for it with the jewels from the hair of Selestrine, the Icarii queen. Fett notices he is being followed and kills one of the would-be assassins after learning why they are after him. Fett then continues to Tatooine, finally learning Karda's whereabouts. He heads for Maryx Major and arrives just as the disembodied head of Selestrine, the contents of the casket, tell Karda that revenge will be served for what he did to the Icarii. Vader comes to Maryx Major as well, unbeknownst to Fett. Fett kills the assassins and heads for the monastery. There, he confronts Karda and finally tosses him into a pit of lava. Selestrine tells Fett that not only are the jewels in her hair valuable, but she can also see the future. (It was this fact that caused Karda to go AWOL with "her" in the first place.) Fett decides that he should keep Selestrine just as Darth Vader arrives at the monastery. Fett tries to escape but Vader destroys his speeder. The two do battle, lightsaber against blaster, until Fett, on the verge of defeat drops off a ledge over lava and uses his jetpack to lift up and surprise Vader, blasting him square in the faceplate. Vader drops his lightsaber, but places a*

Force-grip on Fett until Fett, as a diversion, kicks the casket off of the ledge and toward the lava. Vader releases Fett from his Force-grip and saves the casket, while Fett escapes. Vader and Fett both leave the planet. From orbit, Vader's Star Destroyer destroys the monastery. Selestrine then talks to Vader, who realizes that if he does not want the Emperor to have Selestrine (since he'd planned to keep it for himself), he would have to kill Selestrine. Just as Palpatine calls to order Vader to give him the casket, Vader uses the Force to cause Selestrine to have a seizure and then finally die. Fett, well on his way from the planet, admires his new prize--Selestrine's jewel-laden hair.

(***Boba Fett: Enemy of the Empire***)

- *Gariel Captison becomes a Senator on Bakura.*

  (conjecture based on *Truce at Bakura*)
- *The Imperial cargo ship* Misanthrope*, captained by Kevrem Bebo, crashes into the planet D'vouran, which has suddenly appeared about one light-year from a busy spacelane. While Bebo, his friend Lonni, and 18 others survive the crash, all but he and Lonni soon vanish, eaten by the planet, it seems. The Imperial bureaucracy deems the crash Bebo's fault and orders his arrest, but the Enzeen of D'vouran give him sanctuary on the world.*

  (conjecture based on *Galaxy of Fear: Eaten Alive*)
- *Sten Thannas leaves an Outer Rim assignment to go with the Star Destroyer* Hydra *as it is assigned to Maw Installation. He is First Mate at this time, and will later rise to Captain.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")

- *Mirchindi NeMall buys the* NeHimmep*.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Stock Ships" via *TimeTales*, paraphrased)
- *A plague breaks out on Sedesia. Imperial forces move in to contain and control the plague, finally announcing that the plague has been cured.*

  (conjecture based on *Finder's Fee*)
- *Durga the Hutt begins working for Black Sun when Prince Xizor trades the name of Aruk the Hutt's killer (Jiliac the Hutt) to Durga in return for full defensive information on Nal Hutta. As a result of this information exchange, Durga challenges Jiliac by the Old Law and kills him. Jabba the Hutt then kills Jiliac's child and takes over the Desijilic Clan. Jabba contacts Bria Tharen and promises aid in attacking Ylesia. Durga has also hired Boba Fett to kill Teroenza, now that Teroenza has killed Kibbick the Hutt in preparation to declare independence from the Besadii. Elsewhere, Han has returned to Nar Shaddaa. He has found Mako Spince crippled and Salla Zend relatively unreachable, but shortly after his return, he gets something he's wished for over the last ten years—he is reunited with Bria Tharen. Bria convinces Han to join her in gathering smugglers to strike with the Rebels against Ylesia. Han is somewhat aloof in the beginning, but slowly begins warming to having Bria around again. He is even more uplifted when he finds Tedris Bjalin and Jalus Nebl among the Rebels. Preparations for the raid on Ylesia begin . . . (To be continued below . . .)*

  (***Rebel Dawn***)
- *Ackbar, slave to Grand Moff Willhuff Tarkin, defects to the Rebel Alliance, bringing early news of the existence of the* Death Star I*.*

  (conjecture based on *Star Wars: The Roleplaying Game* profiles on Ackbar)
- *Senator Garm Bel Iblis is on Anchoron with his family, about to give a speech that will help rally citizens against the Empire. While not an active Rebel, he is a sympathizer. Under orders from Armand Isard, Imperial Intelligence Director, the hotel where Garm's wife and children are staying is blown up. Garm is spirited away by Aach, a Rebel sent by Bail Organa, who has just told him that Bail wants one of Garm's agents to go to the Continuum Void tapcafe in Xakrea on Darkknell*

to meet someone who has sensitive materials to sell to the Rebels—information about the Death Star Project. Knowing that he is now fully into the Rebellion based on the need for vengeance against Palpatine's Empire, Garm decides to go himself, with the perfect cover—everyone thinks he's dead. On the day of the meeting, a woman named Moranda Savich, a lifter (pickpocket to the nth power), sees a military-esque man awaiting a buyer (Garm), and she manages to bump into him and steal a pack of eight datacards from him—the information that was to go to Garm. Garm arrives shortly thereafter and, when they realize the packet was stolen, decides to call on an associate of Aach, whom he'd been told to turn to if he needed assistance. On Coruscant, Armand Isard knows of the theft of the data from Despayre and orders his daughter, Field Agent Ysanne Isard, to go to Darkknell and track it down. Back on Darkknell, Hal Horn of Corellian Security arrives searching for Moranda. Ysanne Isard (under the name Glasc, and the title of a Darkknell security agent) and her henchman, Trabler, also arrive and head for the nearest place where one could get fake identification, since they suspect that the person with the data packet will want to change his or her identity to get offworld. Hal heads for one of these shops as well. All three parties (Isard, Horn, and Bel Iblis) end up at Seb "Arky" Arkos' place at the same general time. Garm manages to keep from being recognized, but Isard takes Horn outside and convinces him to help her find the Rebels behind Garm Bel Iblis' "assassination." Outside, Moranda has seen all the attention and wants nothing more to do with the data. She flirts with Trabler a bit and dumps all of the datacards down into the doorframe of Isard's car, where she'd never think to look for them. Horn and Isard exit and see her, and as she runs away, Isard has Trabler shoot her. Horn uses his Force abilities to cause the shot to not be deadly, just damaging. After they leave, and Garm has a chance to work out an escape plan with Arky, Garm helps Moranda, who was left for dead. As Garm and Moranda ally themselves in order to get the datacards back, Isard has Trabler try to kill Horn, which ends in Trabler's death. Horn agrees to team with Isard, since he knows how to catch Moranda, in return for his life. She puts a collar on him, though, so that if she dies or hits a switch, he'd choke to death. After a few well-placed calls by Moranda to the local Colonel Nyroska, the local law enforcement is scouring the area, which Garm and Moranda hope will bring Isard into the open. They manage to maneuver Hal and Isard to their safehouse and Moranda pretends to be an old friend of Hal's using her disguise talents. She bumps into him and unhooks his collar, and then bumps backwards into Isard, stealing her ID, just as Nyroska arrives to capture the date thief. Moranda pretends to be Isard and has Isard arrested, while Hal can only watch and laugh on the inside. All the while, Garm has made it to the car, opened the door frame, and taken all of the datacards. Moranda has the money he and Arky scrounged up, so she's got her money, and he has the datacards. By the time Nyroska realizes he arrested the wrong woman, Moranda is long gone, and so is Garm with the data. Later, back on Coruscant, Ysanne confronts Armand. She accuses him of warning Garm Bel Iblis about the assassination attempt, making sure Bel Iblis would get the data to the Rebellion (as a sign of good faith on his part) and sending Ysanne on a mission from which she'd most likely not return, thus giving him an excuse to defect to the Rebellion with all his Imperial secrets. It's is all a lie, of course, but a good enough one that Armand is taken to the Emperor for execution and Ysanne begins taking his place in the power structure. The Isard legacy lives on.

(***Interlude at Darkknell***)

- *AL-BRT-34-X3 joins the Rebel Alliance.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives")

- *Jorj Car'das vanishes from the galactic scene. Talon Karrde takes up control of Car'das smuggling organization in his absence. Unbeknownst to the rest of the*

galaxy, Car'das has gone back to Dagobah to confront Yoda and gain a greater respite from his ailing health. Yoda, upon being threatened, uses the Force to disarm Car'das of his beckon call and blaster, and tells Car'das that he has squandered his gift of life.

(conjecture based on *Vision of the Future*)

- *Biggs Darklighter graduates early (due to a faster-paced curriculum at the Caridian academy) from the academy and joins the crew of the* Rand Elliptic*. He and others aboard the ship commit mutiny to join the Rebel Alliance, and as a result, Darklighter's academy teacher Soontir Fel is transferred to the punishment assignment of heading the Imperial 181st Starfighter Squadron.*

(conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Blood and Honor—'The Making of Baron Fel'")

- *Darth Vader is called before Emperor Palpatine, who tells him that Mara Jade has discovered where one of the last Jedi, a Jedi known as the Dark Woman (former master of Aurra Sing and the Jedi who originally found Ki-Adi-Mundi), is in hiding. Mara believes she deserves to be the executioner, but Vader is sent instead. Vader arrives on the fifth planet of the Cophrigin system and encounters the Dark Woman in her garden. Amidst metaphors about rebirth, she tries to convince Vader that he can return to the Light Side, but Vader ignites his lightsaber and prepares to deliver the killing blow. The Dark Woman blocks the blow and the two duel, both with lightsabers and words. Finally, Vader brings a huge tree down on the Dark Woman, pinning her—broken but not yet dead. She tells him that the Dark Side has destroyed Anakin Skywalker, and he delivers the killing blow. He is surprised to see that her body has vanished. Behind him, the Dark Woman appears as a spirit in the Force and tells him that she sees within him the power to release himself from the Dark Side. Vader refuses to believe this, and leaves the Dark Woman's garden to wither and die.*

(***Extinction***)

- *The Death Star is completed over Despayre. Its first target is the Horuz system itself, destroying all evidence of its construction at Despayre, and destroying the Despayre penal colony as an added bonus.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Death Star Technical Companion")

- *Imperial Lord Dixton tries to take control of the Godking from the planet Masterhome. The Godking then proceeds to align the Anointed People with the Alliance. The Godlings assisted a group of Alliance agents in capturing Dixton, and ensured the Anointed Peoples' freedom.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Campaign Pack" via *TimeTales*, verbatim)

- *The planet Gaulus, site of a Rebel Base, is compromised by a MerenData 3PO espionage droid, obtained from Jawa traders. It had served as a translator between the Gaulians and the Rebels. As a result of this discovery, the base on Gaulus had to be evacuated. The Empire brutally subjugated the base, sending Garrison Company 125a under the command of Commander Harles. Many young men and women in the base were killed. The base's medical suite, living areas, command center and life support areas were littered with dead Rebels. The Rebels did manage to destroy their computer records however. Upon inspecting the ruins of the base, Commander Harles discovered a young, 16-year-old survivor setting explosives on the base's main generator. Rather than capture her, Harles, who was sick of the death and destruction, aided her. Harles defected to the Rebellion, helping the young girl and her injured mother escape.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Rebel Alliance Sourcebook" via *TimeTales*, verbatim)

- *Tash Arranda searches for Jedi lore on the HoloNet, eventually finding an illegal article by ForceFlow. She contacts ForceFlow, but his article is ripped off the HoloNet. Shortly thereafter, they begin semi-regular correspondence.*
  (conjecture based on *Galaxy of Fear: Ghost of the Jedi*)
- *Quayce and the leadership of the Rabid Mynocks are arrested by LA-LA in Gallisport, but they escape with the aid of friends before being sent to Kessel.**
  (conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Smuggler's Strip is built by the Lud Chud cartel on Elrood.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Planets of the Galaxy:
  Volume Three")
- *On Stassia, Imperial investigators Sergeant Zeck Tambell and Corporal Valon Rizz investigate a string of very lucky gambling wins on Ringers games made by Reye Sedeya. (Other games, including a swoop race, make up other festivities.) Upon arriving at the Ringers area, the two investigators see Reye with local crime mistress Aalia Duu-lang, who had slipped through Tambell's fingers four years before. They believe Aalia may be working with Reye to rig the games, but upon interrogating Reye, they see no proof that he is doing anything illegal. He says he simply visualizes what is going to happen and bets accordingly. As their droid, FRN-1 investigates Aalia and her recent transactions and bets, the investigators speak with Ringer players, finally learning from one of them that players would never cheat or throw a game, and the only way someone could influence the game, in the player's opinion, is if he was a Jedi. The investigators believe the Jedi are extinct or merely a myth, but Tambell begins to have suspicions that Reye may be unconsciously influencing events through his visualization. They head on to the swoop race area, where Reye and Aalia are sitting, after making wagers. They apprehend Reye to question him again, but he slips away as the officers make a much bigger arrest. FRN-1 has discovered that Aalia seems to have rigged the swoop race. The investigators finally have valid charges with which to arrest the crime mistress. Reye can wait until later . . .*
  (***Ringers***)
- *After nearly six months of training at the Caridian academy, Davin Felth, during an Imperial training exercise, points out a fatal flaw in the AT-AT's design to its creator Col. Maximllian Veers. For his "help" he is assigned to stormtrooper duty on Tatooine. (To be continued below . . .)*
  (***When the Desert Wind Turns: The Stormtrooper's Tale***)
- *Kels Turkhorn joins Cecil Noone's thief cadre.*
  (conjecture based on *The Great Herdship Heist*)
- *The Dentaalian House on Dentaal is disbanded, and the world is placed under the control of Imperial Governor Taliff.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*
  Adventure Journal #5)
- *Fitz Roi, a Jatz Musician, has his concert tour nearly dumped by sponsor Flangth-2-Go when he appears on stage as a Jedi Knight during a concert in Camalar on Esseles.*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*
  Adventure Journal #4)
- *Liiria Beldonna founds Beldonna's Legion.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, abridged)
- *Alliance activity in Kesh Sector increases.*

(conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, paraphrased)

- *Imperials defeat Alliance forces at the Battle of Thovinack.*
  (conjecture based on *The Official Star Wars Adventure Journal* #11 via *TimeTales*, paraphrased)
- *The Gyrica system is the site of Imperial control for surrounding space. The Alliance attack Imperial forces Milvayne to shut down Imperial control in Gyrica. This attack causes great controversy in the Alliance ranks, causing a split between leaders Mon Mothma and Senator Garm Bel Iblis. Supporting the attack is one of the last acts of Rebellion Bail Organa will contribute.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Last Command Sourcebook" via *TimeTales*, verbatim)
- *The Max Rebo Band is seen playing on Danuta, as part of their Outer Rim tour.*
  (conjecture based on *Soldier for the Empire* via *TimeTales*, verbatim)
- *On Sulon, Morgan Katarn is inspecting his fields when an Imperial force, made to look like Rebels, decimates his home, nearly destroying it. Morgan meets up with several of the other settlers and Rebels in the settlement, knowing that the Empire's next target will be their G-Tap, a system they were hoping would allow them to be free of Imperial influence. A second assault wave of Imperials, again disguised as Rebels, strikes the community. Among the Rebels killed in the assault is Candice Ondi, who has been helping to report new of Imperial atrocities, and whose droid, A-Cee, has captured much of the attack on video. Katarn is captured along with several of the other Rebel leaders and brought before the Imperials who orchestrated the assault. They are the Dark Jedi Jerec and the captain of Jerec's vessel, the* Vengeance*, an alien known as Thrawn. Jerec wanted Morgan Katarn alive in hopes that he would give up other members of the Rebel Alliance, but when Morgan refuses to cooperate, Jerec beheads him and orders that his head be put on display on a pike at Sulon's spaceport district. Meanwhile, on an asteroid named AX-456, Morgan's son, Kyle Katarn, is undergoing his last stormtrooper cadet mission before graduation, his Omega Exercise. During the mission, Kyle leads Imperial stormtroopers in a raid on a Rebel relay station on the asteroid. Even when most of his troops are killed and Rebels are being slaughtered left and right, Kyle grants mercy upon a group of surrendering Rebels—a group which happens to include a Rebel agent named Jan Ors, whose presence sparks something in Kyle, possibly through the Force. In a sense, the mission is a disaster, with bodies everywhere, but it is also a triumph for Kyle, who has survived his first real command mission. A few days later, Kyle and his classmates graduate from the Caridian Military Academy known as Cliffside. During the ceremony, Kyle receives the Imperial Medal of Valor and is personally congratulated by Jerec himself. The celebration is short-lived, though, as Kyle soon receives word of his father's death, supposedly at Rebel hands. Kyle soon departs from Carida on his way to his first assignment. He travels on the* Star of Empire*, where he runs into classmate Nathan Donar and his parents. Nathan's father, Dol Donar II, is governor of Derra IV, and he invites Kyle to dinner. During the dinner, Donar mentions that the Rebel Alliance will soon be paying dearly for the deaths of innocents like Morgan Katarn. While Donar goes off to play sabacc with Lando Calrissian, Kyle wanders the ship and notices Jan Ors. He follows her, wanting to talk to her about AX-456. When he finds her, she and her Rebel comrades capture him, but allow him to meet with Jan in a public place to discuss matters. It is during this meeting that Jan hears of Kyle's father and introduces Kyle to A-Cee. The droid plays back footage from Sulon, proving that it was the Empire who killed Morgan, and that Morgan had been with the Rebels. Kyle destroys his Metal of Valor. A Rebel has been born. Kyle agrees to leave with the Rebels at the next stop-off point to join the Alliance. Before they reach that point, though, a bounty hunter named Slyder hears of the Rebels'*

presence and Kyle's intended defection. He alerts Donar, who attempts to have his people capture the Rebels. The Rebels are forced to make a quick getaway from the Star of Empire*. Kyle is soon brought to meet Rebel leader Mon Mothma. Mon Mothma has a mission for Kyle. He can prove his worth to the Alliance to undertaking a mission to the planet Danuta. The Rebel Alliance has learned (via various sources) of the construction of the* Death Star*. Part of the station's research (specifically, it seems, on superlaser parts) was carried out on Danuta, and Mon Mothma hopes that while a mission being carried out on Toprawa will be successful in stealing a set of plans there, that Kyle can succeed on Danuta in stealing a second set of plans, which, when combined with the Toprawa set, will make a far more complete schematic of the station. Kyle agrees, but lies to Mon Mothma when asked if he recognizes a man (his old roommate, Meck Odom) in a video from the Imperial base. Kyle is assigned the* Moldy Crow *and sets out for Danuta, followed by Jan, who has been sent to keep an eye on him, and kill him if he turns out to be an Imperial spy. On Danuta, Kyle lays the foundation for his infiltration, which includes speaking with Meck. He appeals to Meck's religious beliefs and convinces the Imperial to help Kyle enter the facility. A short time later, as Jan lays down covering fire aboard the* Crow*, Kyle infiltrates the facility. He makes it look like Meck was trying to stop him, wounding his old friend, before stealing the matrix containing the plans and escaping to the roof, where Jan picks him up and carries him to safety. The first mission to steal* Death Star *plans has been a success. This set of plans will be forwarded along to the* Tantive IV*, where they will be merged with the plans from the Toprawa mission. (To be continued below . . .)**

(***Dark Forces: Soldier for the Empire*** and ***Dark Forces***)*

***NOTE: Allow me to take this moment to comment on the various "steal the *Death Star* plans" missions. At present, there are at least three different stories that involve the plans being stolen. We have the Toprawa mission, the Danuta mission, and the *Interlude at Darkknell* story. The bad news is that this has led many fans to believe that the continuity is constantly being mucked up in this area. The good news is that, upon closer observation, everything *does* iron itself out. For the record, according to the Bel Iblis story, Bel Iblis is carrying information that has to do with the *location* of the *Death Star*, presumably the first mention that the station has been completed at Despayre. These were not the "*Death Star* plans," as we commonly refer to them. The primary mission to get the plans was the mission to Toprawa, Operation: Skyhook. This mission was led by Bria Tharen and succeeded with great loss of life. According to *Dark Forces: Soldier for the Empire*, the plans on Toprawa included "hull design" and "life support infrastructure." According to Mon Mothma, in the same graphic novel, the plans on Danuta included "additional engineering schematics" and possibly "a complete map to the offensive and defensive weapons emplacements." As Mon Mothma mentions, "we need both sets to ensure success." It was this need for the Danuta set that led to Kyle Katarn's mission to Danuta. So, technically, there were two missions,, not three as some have surmised based on TFTNR, and the missions were not fully redundant, but missions to take two different types of plans which, together, yielded the necessary information to stop the battle station. Which plans did Leia have? Those were the Toprawa plans. If we are to take Dodonna's words literally, that the weakness of the thermal exhaust port was found via "an analysis of the plans provided by Princess Leia," then we can assume that Kyle's plans were combined with Leia's, but it was the set from Toprawa that, as we later hear over and over again, led to the station's destruction. So, it's not the convoluted mess that it looks like, now is it? (And, if anyone out there with the power is listening, we have a way to work the *Prelude to Hope* set into Officiality too, if someone would care to make us Official . . .) I could also be remiss if I didn't note, at the suggestion of longtime reader Andrew Nagy, that the opening crawl to the *Dark Forces* game says that Kyle was a mercenary for a while before the first level of the game, which has been overwritten by LFL decree after the printing of *Soldier for the Empire*.**

- *Drunken musician Fitz Roi unleashes a barrage of fire from his famous antique projectile pistols before a concert in the Crystal Room on Rimma. His actions damage several artifacts, causing him to be deported before the concert can take place, leading to rioting by fans. (Exact date of report via TriNebulon News: 35:1:22, i.e. 22 Elona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #3)
Tales from Mos Eisley [continued] (comic: Bruce Jones)
Tales From Mos Eisley [continued] (comic: Bruce Jones)
Mostly Automatic [flashback] [continued]
Rendezvous at Ord Mantell (G1 short story: Andy Collins)
Rendezvous at Ord Mantell (G1 short story: Andy Collins)
A Fateful Meeting
Interrupted!
Into the Wilderness
The Crash Site
The Sunken Mesa
The Leader Returns
Aftermath
When the Desert Wind Turns: The Stormtrooper's Tale (TFTMEC short story: Doug Beason)
When the Desert Wind Turns: The Stormtrooper's Tale (TFTMEC short story: Doug Beason)
Rebel Bass (G6 short story: Kathy Tyers)
Rebel Bass (G6 short story: Kathy Tyers)
A Bad Feeling: The Tale of EV-9D9 (TFJP short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)
A Bad Feeling: The Tale of EV-9D9 (TFJP short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)
A Boy and His Monster: The Rancor Keeper's Tale (TFJP short story: Kevin J. Anderson)
A Boy and His Monster: The Rancor Keeper's Tale (TFJP short story: Kevin J. Anderson)
Special Cargo
The Care and Feeding of a Rancor
The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
Tatooine Entry
A Buyer’s Guide to Alternative Starships (AJ5 short story: Stephen Luminati)*
A Buyer’s Guide to Alternative Starships (AJ5 short story: Stephen Luminati)*
***NOTE: The three stories in this article aren’t even remotely connected, aside from being in the same AJ article. The placement here assumes that all stories happened at the same time, and that the Captain Antilles mentioned is Raymus Antilles, thus making this story necessarily take place prior to ANH.**
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
The Queen of the Empire
Interlude 2: Somewhere between the Corporate Sector and the Tion Hegemony
The Han Solo Adventures [continued] (novel trilogy: Brian Daley)
Han Solo and the Lost Legacy (novel: Brian Daley)
Chapters 1 – 16
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
Offers and Refusals
Interlude 3: Kashyyyk, on the way back from the Corporate Sector…
The Adventures of Dannen Lifehold (AJ short stories: Dave Marron)
Breaking Free (AJ1 short story: Dave Marron)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
What Goes Around . . .

Jabba the Hutt--This Crumb for Hire (ADODH short story: Jim Woodring)
This Crumb for Hire (ADODH short story: Jim Woodring)
Boba Fett: Enemy of the Empire (comic series: John Wagner)
Enemy of the Empire, Part I (comic: John Wagner)
Enemy of the Empire, Part II (comic: John Wagner)
Enemy of the Empire, Part III (comic: John Wagner)
Enemy of the Empire, Part IV (comic: John Wagner)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
What Goes Around . . . [continued]
Death Challenge
Ice . . .
. . . and Fire
Interlude at Darkknell (TFTNR short stories: Timothy Zahn & Michael Stackpole)
Interlude at Darkknell, Part I (TFTNR short story: Timothy Zahn)
Interlude at Darkknell, Part II (TFTNR short story: Michael Stackpole)
Interlude at Darkknell, Part III (TFTNR short story: Michael Stackpole)
Interlude at Darkknell, Part IV (TFTNR short story: Timothy Zahn)
Interlude at Darkknell, Epilogue (TFTNR short story: Michael Stackpole)
Extinction (SWT1/SWT2 short stories: Ron Marz)
Extinction, Part One (SWT1 short story: Ron Marz)
Extinction, Part Two (SWT2 short story: Ron Marz)
The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)
Rebel Dawn [continued] (novel: A. C. Crispin)
. . . and Fire [continued]
Ringers (AJ6 short story: Laurie Burns)
Ringers (AJ6 short story: Laurie Burns)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)
Dark Forces--Soldier for the Empire (graphic novel: William C. Dietz)
Chapters 1 – 7
Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)
Soldier for the Empire (audio drama: John Whitman)
The Dark Forces Cycle (video game series: Justin Chin & Stephen R. Show)
Dark Forces (video game: Justin Chin)
Secret Base
Cutscene I
Prologue Mission I: The Death Star Plans--"Operation Skyhook: Phase 2"

50 Days BSW4

- *When one of moisture farmer Ariq Joanson's vaporators is attacked by Tusken Raiders, he gives them a gift of water, which begins a practice of giving the Sandpeople water from that vaporator in return for personal peace with them. (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)
Drawing the Maps of Peace: The Moisture Farmer's Tale (TFTMEC short story: M. Shayne Bell)
Drawing the Maps of Peace: The Moisture Farmer's Tale (TFTMEC short story: M. Shayne Bell)

Day 1: A New Calendar

49 Days BSW4

- *Ariq Joanson goes out to his farthest vaporator and, while thinking about the Jawas and Sandpeople, creates a map which divides the area into human, Jawa, and Tusken Raider areas. He decides to try to use this map to create peace among the species. (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued](TFTMEC short story: M. Shayne Bell)

Day 1: A New Calendar

47 Days BSW4

- *Ariq Joanson takes his map to the Jawas led by Wimateeka and proposes its usage to create peace among the moisture farmers, Jawas, and Tusken Raiders. Wimateeka considers the plan, and, after teaching Ariq a Tusken Raider greeting, agrees to the proposal (after a minor territory revision). (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Day 3: In the Jawa Fortress

45 Days BSW4

- *Ariq Joanson and his friend Eyvind (who is against his peace plan) wait for the Tusken Raiders at Ariq's moisture vaporator and issue the greeting Wimateeka taught Ariq. Ariq hopes this is the first step to negotiations. (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Day 5: A Greeting

45 Days BSW4

- *Ariq Joanson goes to visit Eyvind and learns that he will be marrying Ariela very soon. Ariela and Ariq convince Eyvind to invite the Jawas to the wedding as a sign of peace. (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Day 15: Eyvind and Ariela

45 – 18 Days BSW4

- *According to Imperial HoloVision, Rebel uprising takes place on Gerrard V, but is short lived, as Imperial forces led by Admiral Jion Trynn arrive and strike down the*

Rebel forces. (Exact date of report via Imperial HoloVision: 35:2:13, i.e. 13 Kelona 1 ABY)

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)

- *Independent Traders' Infonet reports that the gladiator droid market is booming. (Exact date of report via Independent Traders' Infonet: 35:2:17, i.e. 17 Kelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)

- *Cynabar's InfoNet reports that Ithorian Shamarok Flitters are in fashion on Lianna. (Exact date of report via Cynabar's InfoNet: 35:2:19, i.e. 19 Kelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)

- *The first segment of what will come to be called the Second Battle of Ord Biniir takes place. A group of Rebel Alliance Y-wings manages to defeat the Imperial 223rd Fighter Group and take Ord Biniir. Retaliation is soon to come.*

(conjecture based on *X-wing: Rogue Squadron*—"The Rise of Isard: The Making of Baron Fel" via *TimeTales*, paraphrased)

18 Days BSW4

- *Ariq Joanson's fellow moisture farmers come to see him and tell him to stop giving water to the Tusken Raiders and suing for peace. Ariela defends him, and the matter is put aside for another day. (To be continued below . . .)*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Day 32: Some Neighbors Pay Me a Visit

18 Days - 0 BSW4

- *BoShek breaks Han Solo's Kessel Run record in the* Infinity*.*

(conjecture based on *At the Crossroads: The Spacer's Tale*)

- *The raid on Ylesia goes forward. Han Solo, Bria Tharen, Chewbacca, Lando Calrissian, Jarik Solo, Muuurgh, Mrrov, and the Rebels and smugglers work as a unified force, but find themselves on Ylesia just after Jabba the Hutt's assassins have killed all of the Priests except Teroenza, and Black Sun's Nova Force, sent by Xizor as a favor to Durga the Hutt is prowling the grounds. The battle is a mess, but a success. Bria and Han are nearly killed by Teroenza, but Boba Fett appears, kills Teroenza for priority bounty, and leaves. With the battle over, losses are assessed. Mrrov has lost an eye and possibly a hand. Worst of all, Jarik Solo is dead. Han prepares to get the profits that were promised to him and the smugglers, but finds that Bria has turned on the smugglers, saying that only Han will receive some of the profits, assuming she goes with him. He agrees for a moment, but she takes all of the profit for the Rebellion. Han says his last hurtful goodbyes to Bria as she leaves him both with very little credit and as the black sheep among the pissed off smugglers. (As a result of the raid, it should be noted, Durga's Black Sun-hired forces not only did Durga's dirty work against the rebellious t'landa Ti, but also helped wreck the colonies in the battle, which means that Durga is now unable to pay back his debt to Xizor, which puts him in the Dark Prince's debt.) Before leaving Ylesia, Chewbacca and Han discover*

*some children of the pilgrims and take them with them to eventually get them to safety. En route to safety, they are called to make a spice run from Kessel for Jabba. During the trip, they are about to be taken by Imperials, and Han and the kids dump the spice, planning to pick it back up later. The Imperials escort them to Corellia to drop off the kids, though, so by the time they return, the spice is gone. Jabba is none too pleased and he gives Han ten days to repay him. They go to Nar Shaddaa, hoping to get some favors called in to make enough to pay Jabba, but they are unsuccessful. Upon visiting Lando, Han discovers that, as a result of the Ylesian doublecross, Lando holds a tremendous grudge against Han, which will last until shortly before the Battle of Endor. Han decides that the only way he can settle things with Jabba is to go to Tatooine to speak to him in person. (To be continued below . . .)**

(***Rebel Dawn***)*

NOTE: I base the time of Lando's grudge being resolved on the fact that, although Lando is friendly enough (at times) during *The Empire Strikes Back*, it is not until *Shadows of the Empire* that we know for certain that the grudge is gone. That being the case, the rift isn't closed until Han is freed from Jabba's palace, right before the Battle of Endor in *Return of the Jedi*.

- *On Druckenwell, I'att Armament has created an advanced energy shielding technology that can make stormtroopers (or any wearer) virtually impervious to blaster fire. When Moff Eisen Kerioth arrives to see a demonstration, Strephan, Augusta, and Tinian I'att, Wrrlevgebev, and Daye Azur-Jamin attend. Kerioth makes Tinian wear the armor for the test, but it works just as it was supposed to. Kerioth, who has been developing a similar device on his own, shuts down the plant, telling them that they must come with him. (He intends to sell the device to the Empire as his own invention.) The elder I'atts don't agree with the necessity of going with Kerioth, so he has them executed. As Daye escapes, Tinian (in the armor) and Wrrl escape as well. The Imperials chase both, but, as Day makes his way to the plant's generator to destroy the plant and its information, Tinian and Wrrl are pursued as they try to escape the compound. Wrrl stays behind and fulfills his Life Debt to the I'atts by covering Tinian's escape. She makes it out of the compound and takes vital parts to the armor with her into the nearest city. The enters the Happy's Landing bar where she sits dazed, until Twilit Hearth and her band help her pretend to be their lead singer until pursuing Imperials leave the premises. Elsewhere, the I'att Armament plant explodes. The band then agrees to help Tinian offworld, with the armor parts attached to their instruments to hide them. Daye, who had escaped before his sabotage caused the plant to explode, can only watch Tinian leave, knowing that it is better that she not know he is still alive.*

(***Tinian on Trial***)

- *Labria learns that Figrin D'an and the Modal Nodes are playing for Jabba the Hutt and turns in a merc Jabba wants taken down, Obron Mettlo, in hopes of being allowed to stay at his palace and watch the band play. He is sent away, but upon learning that the Max Rebo band is set to play at Lady Valarian's wedding, he goes to see Valarian and convinces her to offer the job to Figrin D'an and the Modal Nodes, which will allow him to see the band play. (To be continued below . . .)*

(***Empire Blues: The Devaronian's Tale***)

- *On an Outer Rim world, a group of Mistryl are hired by Dr. Kellering, at the urging of Dr. Eloy and the chagrin of Imperial Captain Drome, to help guard the shipment of a secret project called the "Hammertong" from the world to a new location. The group consists of Manda D'ulin, Pav D'armon, Shada D'ukal, Karoly D'ulin, Cai, and Sileen. They are told that their leader, Manda, must meet with Captain Drome and Dr. Eloy before the deal is complete. Shortly thereafter, the Mistryl are on guard (with Cai and Sileen back at their two ships ready to give air support), while Manda enters the research facility with Kellering. Once inside,*

they are set upon by Imperials. Pav is killed and Manda is presumed dead. Karoly and Shada make it to an Imperial Strike Cruiser and take cover inside it. They see the Hammertong, a huge cylindrical object, inside and decide to steal the ship and the object. They escape in the Strike Cruiser and head for Tatooine to lay low. As Sileen takes one ship to go get a freighter for them to transport the stolen object in, Karoly and Shada crash down in the Strike Cruiser. Cai lands nearby and makes her way to the Strike Cruiser as a sandstorm begins covering parts of it up. They decide that they can't wait for Sileen and the freighter. They'll have to go to Mos Eisley to hire a transport to get away with one of the multiple modular pieces of the Hammertong. (To be continued below . . .)

(***Hammertong: The Tale of the "Tonnika Sisters"***)

- *Feltipern Trevagg senses the presence of Obi-Wan Kenobi in Mos Eisley on Tatooine.*

(conjecture based on *Nightlily: The Lover's Tale*)

- *Knowing that Figrin D'an and the Modal Nodes have an exclusive contract with Jabba the Hutt, Labria informs Jabba the Hutt of their playing at Lady Valarian's wedding, knowing that when the wedding is crashed by Jabba's goons and Imperial security officers, the band will be in trouble, and thus will accept a well-timed job offer from his friend Wuher. (To be continued below . . .)*

(***Empire Blues: The Devaronian's Tale***)

- *Knowing full well that they have an exclusive contract with Jabba the Hutt, Figrin Da'n has gotten Figrin Da'n and the Modal Nodes a gig playing Lady Valarian's wedding. When the wedding ends and the reception begins, D'Wopp is tricked into taking a job from Jabba out of honor, which prompts Valarian to get slightly pissed. As such, the Whiphids each square off and the reception becomes a full-scale riot. The band escapes, helping Wuher escape as well. Knowing they can't return to Jabba's Palace and that they don't have the money to leave Tatooine, Wuher introduces them to Chalmun and they begin playing at Chalmun's Cantina.*

(***We Don't Do Weddings: The Band's Tale***)

- *On Tatooine, Momaw Nadon has been growing a small grove of bafforr trees, hoping to one day plant them outside Mos Eisley to repopulate them on the world. When an Imperial garrison discovers the grove, the contact their commander, Ingah Muloha. Seeking to stop Nadon's work, which they see as subversive, the Imperials contact Gamorrean criminal Centa Sonhan, whose goons create false charges against Nadon. When Nadon races to protect the trees, he is captured by Sonhan and taken to the Imperials. A group of Rebels, hoping to gain Nadon's help, moves to save him. They learn from Ladira, a double-agent, where Sonhan's most recent base is. They race into the Jundland Wastes to intercept Sonhan's sail barge, which they board. In a firefight that ends in having to avoid a sandstorm and a krayt dragon, the heroes manage to save Nadon, allowing his work to continue and making him once more a friend of the Rebellion.*

(***The Storm's Edge***)

- *Having made a deal with Hagk Baht to buy weapons for the Rebel Alliance, a group of Rebels is stranded inside Tosche Station on Tatooine when a major sandstorm hits the area, and Hagk is apparently caught out in it. They must stay inside, while dealing with a felon trying to escape the Empire, a spice smuggler trying to get them to take the spice so he isn't caught with it, Luke Skywalker's friend Fixer . . . and a squad of sandtroopers also seeking shelter. When questions are raised as to the identities of the Rebels, who are new faces to those inside, an unluckily timed distress call from Hagk alerts the troopers to their activities as either Rebels or smugglers and a firefight ensues. The Rebels win the day, but upon leaving after the storm, they find Hagk's* Singing Savrip *wrecked. Hagk is dead, but the cargo is intact. They hate to effectively steal the cargo they were planning to purchase from the dead man, but this is war, after all, and was is rarely pretty.*

(***A Night at Tosche Station***)

- *On Nar Shaddaa, Greedo saves the lives of the bounty hunters Dyyz Nataz and Spurch Warhog Goa. They thank him, and he offers to share information about Rebel activities with them for a cut of the profits when the information is turned over to the Empire. The information is sent to Darth Vader. Shortly thereafter, Greedo and his friend Anky Fremp go to Shug Ninx's hangar, where Greedo tries to steal some power couplings from Han Solo, but is caught and humiliated. (To be continued below . . .)*

(***A Hunter's Fate: Greedo's Tale***)

- *En route to Tatooine, Han Solo and Chewbacca encounter the bounty hunter Czethros, but escape. Czethros is sent to Kessel.**

(conjecture based on *Return to Ord Mantell*)*

***NOTE: This happens around this time, so having it be en route to Tatooine lets it fit without fouling up *Rebel Dawn*'s storyline.**

- *On Tatooine, two Hutts—Embra and Malta--, visit with Jabba the Hutt. They are discussing the merits of their various business strategies. Jabba is a supporter of manipulation, Embra of honesty, and Malta of brute force. Their servants, Bib Fortuna, Farquil, and Jozzel, respectively, discuss their various masters. Jozzel has a strong desire to leave Malta's employ to seek her own fortune. She suggests to the Hutts a wager. Garindan has brought information regarding a man named Illyan Webble, who has apparently discovered the location of the Yavin Vassilika, a statue carved from a single huge corusca gem. The items is priceless, and the madman may hold the key to finding it. She suggests that the Hutts each send three, and only three, people to seek out the object, with the winner keeping the valuable artifact and thus proving that his business strategy is superior. The Hutts accept the proposal. In Mos Eisley on Tatooine, a short time later, Holgurn, in Jabba's employ, makes contact with Han Solo and Chewbacca, who have recently arrived on Tatooine. Holgurn tells Han that the item Jabba wants him to help seek out was stolen from Jabba's library, and that Jabba will pay 50,000 credits (10,000 up front and 40,000 on delivery) for the recapture of the item, which (according to rules laid down by the Hutts, of course) must be delivered to the Hutt on Nar Shaddaa. Han is wary, given how many enemies he has recently made on the moon, but agrees anyway. Han (no, Chewie isn't coming along on this one, at least not as an official part of the team, apparently) is Jabba's first operative. On Nar Shaddaa, Bib Fortuna saves Lando Calrissian from being killed by an angry gambler. Bib pays the gambler the money Lando owes, and offers Lando the job of seeking out the Yavin Vassilika for Jabba. Lando agrees to take part in the search for 100,000 credits. Jabba's team now has Han and Lando, who, by the way, are at odds. In the Jundland Wastes on Tatooine, Malta has called upon IG-88, Bossk, and Dengar. They are each promised 50,000 credits for their participation, plus Malta will match the bounty on any of the other competitors. Outside, the hunters are approached by Jozzel, who has offered another deal. They are to go on as Malta wishes, but instead of giving Malta the Vassilika, they are to give it to Jozzel for 300,000 credits, and Jozzel will give them a fake, which they can give to Malta to collect their fees from Malta. The hunters are up for the double-cross. Elsewhere, Embra has called upon Zuckuss, 4-LOM, and a tracker named Sardu Sallowe. They are all concerned that Jabba has only seemed to have contacted two members for his team, but leave Embra, assured that they will know soon enough who the other member of Jabba's team is. Out in the mainstream of Nar Shaddaa, Holgurn mentions to Greedo that Han Solo, who has just arrived with Chewie, is taking on a job for Jabba, even when he's been effectively blackballed. Greedo believes that he is the man for the job. Back on Tatooine, Jabba greets the third expected member of his team, Boba Fett. On Kalkovak, Han and Chewie discover that Webble can be found in the Quarren sector of Crevasse City. At about the same time, Malta's team arrives, soon learning the same information. Jozzel also arrives, followed closely by*

Greedo. It would seem that Jozzel is actually named "Moffett" and is working for an employer known as the Collector to retrieve the Vassilika. Lando has also arrived, and narrowly misses being seen by Boba Fett. In the Quarren Sector, Han and Chewbacca discover Greedo following them, and then the three of them run into Bossk, IG-88, and Dengar. Han and Chewie had just discovered that Webble had left for Mon Calamari, but now the others know it too, including the Embra team, who had one of Sardu's jawas spying on them all. In a market, Lando is propositioned by Jozzel/Moffett. She hopes to make him trade alliances to her side. Elsewhere, Dengar, Bossk, and IG-88 are chasing Han, Chewie, and Greedo, guns blazing, when they come across Boba Fett, who gets caught in the crossfire. As Han, Chewie, and Greedo escape, they bump into Jozzel and Lando (who is none too happy to see Han). They are all forced to escape together on the Millennium Falcon*, with the Malta team in hot pursuit in the* Hound's Tooth *. . . with Boba Fett in hot pursuit of both. The* Falcon *group arrives on Mon Calamari, just after Zuckuss' group. Jozzel repeats her offer of riches and a forgery for Jabba to Han, annoying Lando. Han, Lando, and company discover that Webble stole a skiff and ran toward where "lesser beings" supposedly go mad. They take a skiff after Webble anyway, followed closely by Zuckuss' team. They are disabled by a charge planet on their skiff, and are left by Zuckuss' group. Next, they go underwater, where everyone is hearing insane voices, but discover Webble's body, and hear his spirit telling them where the Vassilika is located. Upon returning to the surface, they find that Dengar, Bossk, and IG-88 have taken control of their skiff, but when Fett shows up and is a distraction, Chewie rigs the skiff to blow and the "good guys" escape in the trio's skiff. As they escape, Fett gives the trio a blast from his engines before escaping. As Fett leaves, the trio begin to hear the voices too. In space, Jozzel sorts out the sides in the race for Han and the others, even as Zuckuss, 4-LOM, and Sardu beat them to the target planet. As Han's team lands, Zuckuss' team finds a tribe of beings that appear to be descendants of Barundi. When 4-LOM tries to take the vassilika from them, they attack, forcing a retreat. A short time later, Han's team, hounded by jungle creatures, enters the village. When Jozzel tries to take the vassilika, they are all attacked and captured, except Jozzel. Near the ships, Zuckuss, Sardu, 4-LOM, and Sardu's annoying Jawas are attacked by Boba Fett. Fett, it seems, doesn't want the vassilika. He wants Han. Elsewhere, Jozzel contacts the Collector to tell him she'll soon have the vassilika, but she is found by Dengar, Bossk, and IG-88, who are ready to kill her for betrayal, but she offers them an even higher pay if they still help her get the vassilika. Back in the village, 4-LOM and the captured members of Han's team are all about to be beaten to death by flowers (yeah, they have poison tips to the flowers, but being beaten to death by flowers is just too undignified for Greedo…). They are saved when their makeshift hut/cell is cut into by someone they hope is Jozzel. It turns out, though, that their "savior" is Boba Fett . . . But Fett really is their savior, because he has dumped his Besadii contract and gone with Jabba's, which was to protect Han. So, Han, Chewie, Greedo, Lando, and Boba Fett head off to get the Vassilika, while Dengar, Jozzel, Bossk, and IG-88 find themselves attacked by jungle creatures and forced into the village, where both the creatures and the villagers want to kill them. Above, Zuckuss and Sardu stand ready to create a distraction, but the situation with Jozzel and the others nixes any need for it. Han goes for the Vassilika, but one of Sardu's Jawas gets to it first. The Jawa is tripped by Jozzel, who takes the Vassilika, but a blast from Boba Fett sends she and Han reeling. When the smoke clears, IG-88,. Bossk, and Dengar are in a standoff with Fett, while the Jawas carry off 4-LOM, Lando tends to Han, and Sardu and Zuckuss make their way to join them. But where is Jozzel, you ask? She's stolen the* Millennium Falcon *and the Vassilika and taken off to rendezvous with "The Collector" on Yavin IV. It turns out that the Collector is actually a Rebel Alliance*

*commander (maybe Jan Dodonna, but it's hard to tell with this art). Jozzel meets the Collector, a female Rebel, and two other Rebels, turning over the Vassilika for the fake one she can give to her master. Han and the others arrive, though, and stop the transaction, just as Han recognizes the female Rebel—Bria Tharen. Dengar tries to take the Vassilika, but Zuckuss has placed a bounty for Dengar and Bossk, which turns IG-88 against them. As IG-8 hunts them down, Zuckuss takes the fake Vassilika, then loses it, and then watches as a Jawa steals it. Meanwhile, Lando, Chewie, Han, and Fett race after Bria, looking to settle their score over the spice raid. They corner the Rebels only to discover that they never wanted the Vassilika itself, but a key inside. The Collector breaks it, revealing the key to the largest Massassi Temple on the moon, which the Rebels need as a base of operations. Elsewhere, Greedo stops the Jawa, but then has the fake Vassilika stolen by Jozzel, who is then shot by Farquil Ban'n, who had been tracking her. He gets away with the fake Vassilika, paying Zuckuss and Sardu for their efforts on Embra's behalf. Deeper in the jungle, the Rebels help Han, Chewie, and Lando catch Dengar and Bossk, allowing them to, presumably, try to collect the bounty placed on them, as means of repayment for the Vassilika and the spice job. But, as everyone is well aware, this doesn't even begin to settle things between Han and Bria. A short time later, our story ends as Farquil has a stash of credits from selling the fake Vassilika and is lounging on a beach when Fett finds him and takes the money to Jabba. In the end, Jabba has won the day, in a manner of speaking. *****

(***Underworld: The Yavin Vassilika***)*

***NOTE: This series has raised several doubts about whether or not it can fit into the Official Continuity. It has raised so many doubts, in fact, that a letter was printed in the second issue's letters page addressing that very issue. The response from the staff was as follows. "We do try and keep track of all the different stories and reference books out there and make things fit together when possible . . . However, I [Dave Land] don't think this should limit us from telling fun and imaginative stories, which might not fit so nicely in with existing continuity, from time to time." This can be taken as either meaning that it doesn't fit nicely, but is part of the Official Continuity anyway, or that it's of the same vein as almost everything in the *Star Wars Tales* series, i.e. written off as Apocrypha. For now, I'm still including it. In theory, it *could* take place just before Han's arrival on Tatooine in the last non-Epilogue chapter in *Rebel Dawn*, since it says that they arrived on Tatooine "hours ago," which could mean they were there, gone on the Yavin Vassilika mission, then had just arrived back from *that* mission hours ago. This would still put the events within the period that the Ylesian debacle was before it, but Jabba's "10 days" still remained in effect. This would mean, though, that the stories are highly compressed in terms of duration, but what else is new? It does *not* account for the fact that Han and Lando are here side-by-side, though. However, unlike how the reader portrayed the situation in the *Underworld* letters page, Lando did *not* say he'd kill Han next time he saw him. What he actually said in *Rebel Dawn* was "We've been friends in the past, so I'm not going to do what you so richly deserve and blow your head off. But don't *ever* come near me again!" That's not nearly the same as saying "Next time I see you, your ass is grass," and Lando certainly references the "betrayal" several times in the story. The same reader commented that the *Essential Chronology* says that the Ylesian incident was the last time that Lando and Han saw each other until ESB. I have scoured that book, even using the index (which I'm loathe to do with such things, as they're never as thorough as I'd like), and have yet to find *any* reference to such a comment. The only comments I have found regard Lando not *wanting* to see him again. At any rate, despite the pains in the ass presented by the mini-series, and despite the somewhat informed, possibly also misinformed *Underworld* reader, I am still including this story in the Official Continuity until LFL specifically deems it Apocryphal.**

- *Jin-Jin wins almost half a million credits in the Arenas of Mepha'as Prime. He invests it in real estate on Alderaan.*

  (conjecture based on *Smugglers of the Outer Rim*)
- *After Greedo meets with Dyyz and Goa again, the Imperials arrive and wage a terrible rampage through the level where the Rebels (and the rest of Greedo's clan and family) are hiding. Goa and Dyyz convince Greedo to leave with them, so he can become a bounty hunter. They head for Tatooine and are given the task of hunting down Han Solo, who has recently arrived. After confronting Solo and Chewbacca and being assured that he'll get Jabba's money and some extra*

the next day, Greedo leaves Solo and Chewie alone for a day. The next day, he will be humiliated by them, yet again. (To be continued below . . .)

(***A Hunter's Fate: Greedo's Tale***)

- *During his brief moments away from fretting about Han Solo, Greedo is approached Chalmun's Cantina by a woman named Nima Maas, who wants him to help her find her boss, Temo Dionisio, who has gone missing. She pays him in advance, and he goes to Kabe for information. Kabe points him to Wuher, who points him to Nok Derrick. At Derrick's, Greedo is attacked, knocked out, and robbed. He awakes, buys a blaster from a Jawa, and heads for Derrick's hovel on Terk Street. Once there, he encounters a Gamorrean, who nearly kills him when the blaster misfires. He does end up defeating the dimwitted Gamorrean and discovers Temo being tortured for information by Derrick, who is working with the Imperials. Greedo knocks Derrick out with a timed thermal detonator and gets Temo out before it explodes. Outside, Greedo turns Temo over to Nima, who turns out to be yet another Imperial. Her job is to bring Temo in, but she was put off track when Derrick got to him first. Greedo simply lets her have him, but when he turns to leave, she decides she must kill Greedo to eliminate him as a witness. Greedo stabs her in the throat with a holdout knife and proceeds on his way—he has a Jawa he needs to talk to about a certain blaster . . .*

(***The Hovel on Terk Street***)

- *Dannen Lifehold and Purr meet with Lifehold's friend Krell, an Alliance agent, on Alderaan and agree to transport a shipment of bacta supplies to a Rebel cell on Rafft, though he still wants nothing official to do with the Alliance. (To be continued below . . .)*

(***Changing the Odds***)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

Rebel Dawn [continued] (novel: A. C. Crispin)

The Battle for Ylesia

The Last Kessel Run

Toprawa . . . and Mos Eisley

The Adventures of Tinian I'att (AJ/TOTBH short stories: Kathy Tyers)

Tinian on Trial (AJ4 short story: Kathy Tyers)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Hammertong: The Tale of the "Tonnika Sisters" (TFTMEC short story: Timothy Zahn)

Hammertong: The Tale of the "Tonnika Sisters" (TFTMEC short story: Timothy Zahn)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

We Don't Do Weddings: The Band's Tale (TFTMEC short story: Kathy Tyers)

We Don't Do Weddings: The Band's Tale (TFTMEC short story: Kathy Tyers)

The Storm's Edge (RPG: Dan Kaufman)*

The Storm's Edge (RPG: Dan Kaufman)*

The Watering Hole

Plenty of Sunlight

Between a Rock and a Hard Place

***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**

A Night at Tosche Station (RPG: J. D. Wiker)*

A Night at Tosche Station (RPG: J. D. Wiker)*

Introductions

Sandtroopers

The Distress Call

***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

Bounty Hunters

The Smuggler and the Wookiee

The Teacher

Underworld: The Yavin Vassilika (comic series: Mike Kennedy)

Underworld: The Yavin Vassilika, Part I (comic: Mike Kennedy)

Underworld: The Yavin Vassilika, Part II (comic: Mike Kennedy)

Underworld: The Yavin Vassilika, Part III (comic: Mike Kennedy)

Underworld: The Yavin Vassilika, Part IV (comic: Mike Kennedy)

Underworld: The Yavin Vassilika, Part V (comic: Mike Kennedy)

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

Vader

Mos Eisley

Jabba

Solo

The Hovel on Terk Street (SWT6 short story: Tom Fassbender & Jim Pascoe)

The Hovel on Terk Street (SWT6 short story: Tom Fassbender & Jim Pascoe)

The Adventures of Dannen Lifehold [continued] (AJ short stories: Dave Marron)

Changing the Odds [flashback] (AJ3 short story: Dave Marron)

Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)

The Fight for Justice by Luke Skywalker (youth novel: John Peel)

First Entry

SW4

- *Princess Leia Organa's ship, the* Tantive IV*, arrives at Raltiir under the cover of bringing supplies for the government, but actually bearing supplies for the local Rebel Alliance cell. They discover upon arrival that Darth Vader, Lord Tion, and other Imperials are on the planet subjugating it, wiping out Rebels left and right. A dying Rebel informs Leia that the Empire is working on a battle station known as the* Death Star*. (Obviously, Leia and her arm of the Rebel Alliance had not yet received word of the early* Death Star *rumors and information brought to the Alliance by Ackbar or Garm Bel Iblis.) Leia and Captain Raymus Antilles make their way back to the ship and, using Lord Tion's attraction to Leia as a means to escape without being searched, leave Raltiir behind. On Tatooine, Luke Skywalker meets with his friends and ends up offending Fixer, who then races Luke in his T-16 Skyhopper. Luke wins the race, but his Skyhopper is badly damaged. Upon hearing the news of the damage, Owen Lars grounds Luke for the rest of the season. Soon, Leia arrives on Alderaan and tells her father, Bail Organa, about what is transpiring. They invite Lord Tion to a private dinner, during which they discover that the* Death Star *will be able to destroy entire planets. When Leia accidentally mentions the name "*Death Star*," Tion realizes that they are Rebel sympathizers and tries to arrest them. In the ensuing scuffle, Leia accidentally kills Tion. Bail is to take the* Tantive IV *to Toprawa to receive the plans for the* Death Star *and then continue to Tatooine to bring Obi-Wan Kenobi into the Rebellion, but Leia insists on going in his place. They reach Toprawa,*

restricted space, under the guise of engine problems. They use command overrides to utilize R2-D2 and C-3PO to fake repairs. The Rebels on the surface transmit the plans to the ship, but just as it is being completed, the Imperial Star Destroyer Devastator*, Darth Vader's flagship, arrives. They escape from the* Devastator*, but are tracked via a homing device they are unwittingly carrying in the form of the spy-programmed protocol droid, U-3PO. As they arrive above Tatooine, the* Devastator *strikes. From Tatooine's surface, Luke sees the firefight above the planet and races to Toshi Station to find his friends and let them know what is going on. The* Tantive IV *is disabled and a tractor beam pulls it into the* Devastator*'s main docking bay. Stormtroopers board the vessel and begin killing the Rebels aboard. Darth Vader then boards. Antilles launches various escape pods tin the hopes that sending the plans out in an escape pod will seem less conspicuous if other pods have been launched. Moments later, he is captured and brought to Darth Vader. In a secluded area, Leia (armed with Antilles' blaster) records a secret message for Obi-Wan Kenobi on Tatooine in the memory banks of R2-D2 (who, with C-3PO is still under command override), along with the* Death Star *plans procured in Operation Skyhook's Toprawa mission. R2-D2 and C-3PO then escape the ship via an escape pod. Sensing no life-readings aboard the Imperials let the pod continue on its way to crash into the surface of Tatooine. At Toshi Station, Luke meets his long-absent friend Biggs Darklighter (fresh from the Imperial Academy), along with Camie and Fixer. They race outside and use Luke's macrobinoculars to look into orbit, but the* Devastator *is simply sitting there, with the true battle being waged aboard the* Tantive IV *in the docking bay. Aboard the* Tantive IV *Vader murders Captain Antilles. Leia is captured and brought before Vader, who orders her arrest and the deaths of all others aboard the ship. Vader orders a team to Tatooine to investigate the escape pod, knowing that the plans must be aboard. In the Dune Sea of Tatooine, R2-D2 and C-3PO separate. R2-D2 is captured by jawas, while C-3PO willingly boards the same sandcrawler when he senses a chance to be saved. Back at Toshi Station, Biggs tells Luke that when the ship he is assigned to, the* Rand Elliptic*, enters the central systems, he and several other individuals are going to jump ship and join the Rebel Alliance via a contact on Bestine. The two friends say their goodbyes. Aboard the sandcrawler that night, R2-D2 and C-3PO are reunited. The next morning, a team of stormtroopers (including Davin Felth) discovers the pod and learned that droids were aboard. Teams are then dispatched to Mos Eisley to search for the droids. At the Lars moisture farm, the sandcrawler arrives and Owen Lars (who lives there with Beru Lars and Luke) purchases C-3PO from the jawas, along with R5-D4. R5-D4 has a bad motivator, though (actually caused by R2-D2 sabotaging him while in the sandcrawler), so he takes R2-D2 instead. Luke takes the droids to get cleaned up, and they introduce themselves. During the cleaning, R2-D2's holographic message from Leia is partially activated. When Luke insists on seeing the rest of the message, R2-D2 tricks him into removing his restraining bolt, without showing the message. R2-D2 also reveals that he is the property of Obi-Wan Kenobi, the message's intended recipient. Luke goes in to a meal and is told to take the droids to Anchorhead to get their memories erased. That night, R2-D2 takes off for the Jundland Wastes to find Kenobi. The next morning, Luke and C-3PO catch up to him only to be attacked by Tusken Raiders. They are scared off and Luke is saved by Kenobi. They head to Kenobi's home, where Luke learns that his father, Anakin Skywalker was a Jedi Knight. Kenobi tells him that a young Jedi Knight named Darth Vader (who was a pupil of Kenobi), turned to the Dark Side and then betrayed and murdered his father as he was helping the Emperor hunt down the Jedi Knights. Luke then receives his father's blue lightsaber. They play Leia's message. She needs him to help get the plans to the Rebellion. Their intended recipient is Bail Organa on Alderaan. Kenobi asks Luke to join him in his mission, but Luke refuses. On Coruscant, the Emperor*

permanently dissolves the Galactic Senate, giving regional governors direct control of their regions. (The Senate had been slowly becoming just a figurehead in recent years, with regional governors growing in power, but this final step could only come with the completion of the Death Star *and the power it represents.) Aboard the* Death Star*, Wilhuff Tarkin prepares to crush the Rebellion. Luke, Kenobi, and the droids come upon a destroyed sandcrawler (destroyed by stormtroopers), and realize that the jawas were killed for selling the droids. Luke realizes that that could mean his "aunt" and "uncle" are in jeopardy, so he heads for home and finds them dead. He then decides to go with Kenobi to Alderaan. They head for Mos Eisley, where they hope to hire a pilot in Chalmun's Cantina. Having to stay outside due to Wuher's hatred for droids, C-3PO and R2-D2 must elude stormtroopers, at one point even pretending to be deactivated droids in a used droid lot. In the cantina, Obi-Wan speaks with Bo Shek, who introduces him to Chewbacca. Obi-Wan and Luke hire Han Solo, Chewie's captain, and Chewie to take them to Alderaan. Luke and Obi-Wan then sell Luke's speeder to get the necessary credits to pay Han the advance fee. With a bit of help from the Force, all goes well. They see C-3PO and R2-D2 and tell them to head for docking bay 94, but the droids have to hide again before finally getting there. After Han has a run in with Jabba the Hutt and his henchmen, they escape from Tatooine. The* Devastator *soon arrives at the* Death Star*, with Darth Vader reveling in its power as Leia gets her first glimpse of the station. Shortly thereafter, aboard the* Death Star*, Leia is interrogated (mentally tortured) by Vader over the location of the Rebel Alliance's base, but she holds out. She is then brought before Tarkin. Tarkin threatens to destroy Alderaan and Leia gives him the name of an abandoned Rebel base. He destroys Alderaan anyway, sending a veritable shockwave through the force. The* Millennium Falcon *arrives at the remains of Alderaan and is pulled inside the* Death Star*. The heroes manage to hide from the Imperials and knock out a couple of stormtroopers. They make their way, disguised, into the control room overlooking the* Falcon*. Kenobi heads out to disable the tractor beam. Luke, Han, and Chewie head to the detention level to free Leia. R2-D2 and C-3PO remain behind. The detention level team succeeds, but is trapped in a trash compactor until C-3PO and R2-D2 save them. Kenobi is successful in shutting down the tractor beam. As the teams make it back to the* Falcon*, Kenobi is forced to confront Darth Vader--Anakin Skywalker, his old pupil. The two enter a viscous duel until Obi-Wan uses the Force to (apparently) vanish into the Force and give strength to Luke. The rest of the group escapes from the* Death Star*, but they unknowingly bear a tracking device to Yavin IV and the Rebel base there. The* Death Star *heads for Yavin IV. At the base, Han and Chewie claim their reward and payment and prepare to leave. Luke is reunited with Biggs Darklighter, fresh from Red Squadron's mission to Commenor. The* Death Star *enters the system, and Red and Gold Squadrons take to space. In the Battle of Yavin that follows, almost every member of the squadrons are killed. As Darth Vader and his two wingmen follow, Luke closes on the exhaust port which will allow him to send a proton torpedo into the area necessary to destroy the station. Wedge Antilles is forced to break off, and Biggs is killed by Vader, leaving Luke alone with the three TIEs. Finally, Han Solo and Chewie destroy Black 2 and Black 3, sending Vader spiraling out of control into space. Luke fires the torpedo and the* Death Star *is destroyed. They return to Yavin IV for a heroes' welcome. Han and Luke receive medals, while Chewbacca's medal awaits him at a special ceremony on Kashyyyk shortly thereafter.**

(***Star Wars: Episode IV*--"A New Hope" et al**)*

***NOTE: Why do I say that Kenobi vanished because he added power to Luke? Let's just say "Lucas said so" and that it will be explained in either *Episode II* or *Episode III* (or so he says).**

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode IV—"A New Hope" (movie: George Lucas)

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)
The Novelization Trilogy (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)
Star Wars: From the Adventures of Luke Skywalker (novel: George Lucas & Alan Dean Foster)
Prologue
Chapters 1 – 13
The Radio Drama Trilogy (radio drama trilogy: Brian Daley)
Star Wars (radio drama: Brian Daley)
A Wind to Shake the Stars
Point of Origin
Black Knight, White Princess and Pawns
While Giants Mark Time
Jedi That Was, Jedi To Be
The Millennium Falcon Deal
The Han Solo Solution
Death Star's Transit
Rogues, Rebels and Robots
The Luke Skywalker Initiative
The Jedi Nexus
The Case for Rebellion
Force and Counter Force
Star Wars: A New Hope Special Edition Comic Adaptation (comic series: Bruce Jones)
A New Hope, Part I (comic: Bruce Jones)
A New Hope, Part II (comic: Bruce Jones)
A New Hope, Part III (comic: Bruce Jones)
A New Hope, Part IV (comic: Bruce Jones)
The Original Comic Adaptation Trilogy (comic trilogy: Roy Thomas & Archie Goodwin)
Classic Star Wars: A New Hope (comic series: Roy Thomas)*
A New Hope, Part I (comic: Roy Thomas)*
A New Hope, Part II (comic: Roy Thomas)*
***NOTE: This adaptation of ANH first appeared as issues 1 – 6 of the Marvel Comics Timeline before being reprinted into Officiality, only to be superceded by the *Special Edition* adaptation shortly thereafter.**
The Manga Comic Adaptation Trilogy (comic trilogy: Hisao Tamaki & Toshiki Kudo & Shin-Ichi Hiromoto)
Star Wars: Episode IV--"A New Hope" (comic series: Hisao Tamaki)
A New Hope, Part I (comic: Hisao Tamaki)
A New Hope, Part II (comic: Hisao Tamaki)
A New Hope, Part III (comic: Hisao Tamaki)
A New Hope, Part IV (comic: Hisao Tamaki)

CONCURRENT TO SW4

- *The Galaxy News Service reports the suppression of Rebel activity on Ralltiir, including the formation of a blockade of the world and the disbanding of the*

Ralltiir High Council. (Exact date of report via Galaxy News Service: 35:3:3 i.e. 3 Selona 0 BBY)

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #3)

- *Alex Winger earns her wings.*

  (conjecture based on *A Glimmer of Hope*)
- *Bria Tharen's Red Hand Squadron is sent to Toprawa to steal the plans to the* Death Star I*. Their mission is successful, but the team is killed during the raid. Having finished the Yavin Vassilika contest, Han Solo is still stuck on Tatooine trying to figure out how to get Jabba the Hutt off of his back. He intends to see Jabba as soon as possible. After a chance encounter with Dash Rendar, he is confronted by Boba Fett. He expects Fett to be after him for Jabba or somesuch, but it turns out that this is not the case. Way back when Fett had tried to capture Bria aboard the* Queen of Empire*, she had made him promise that if she died, he would get word to her father. He had made the promise, figuring he was going to take her back to Teroenza and she would be killed, but even though that didn't happen, he was still bound by his own moral code to fulfill the promise. Bria had never had the chance to tell him her father's name, so Fett has come to tell Han of her death so that he can get word to her father. Han is heartbroken, but will fulfill this request. (To be continued below . . .)*

  (***Rebel Dawn***)
- *After seeing a space battle taking place above Tatooine (via the Strike Cruiser's sensors), Shada D'ukal, Cai, and Karoly are certain they must escape quickly. (To be continued below . . .)*

  (***Hammertong: The Tale of the "Tonnika Sisters"***)
- *After meeting with Luke Skywalker at Toshi Station on Tatooine, Biggs Darklighter leaves on his first mission aboard the* Rand Elliptic*. He and several others jump ship and join the alliance. Shortly thereafter, he joins Wedge Antilles, Cesi "Doc" Eirriss and Jek Porkins on a mission to Commenor.*

  (conjecture based on *Star Wars: X-wing Rogue Squadron* #1/2)
- *Davin Felth, as part of Zeta squad under Captain Terrik, discovers the escape pod from the* Tantive IV *. . . and that droids were in the pod. Terrik's forces then discover the sandcrawler of the Jawas who found C-3PO and R2-D2 and, after learning who the droids were sold to, destroy the sandcrawler and kill the Jawas. Shortly thereafter, Captain Terrik's stormtroopers descend on the Lars' moisture farm and, after an interrogation, kill Owen and Beru Lars. (To be continued below . . .)*

  (***When the Desert Wind Turns: The Stormtrooper's Tale***)
- *Muftak and Kabe wander though Mos Eisley and note the presence of various Imperials, including a team which includes Davin Felth, who are looking for some droids. One Imperial refers to Muftak by his species name, Talz, which provides his first clue to his hidden past. (For the record, his larval sack was accidentally picked up by Imperials and deposited on Tatooine, which is something he will learn at some point in the future and place in his autobiography,* Sands in Winter*.) They also hear an Imperial officer (who is not liked by the other Imperials) referred to as Lieutenant Alima. (To be continued below . . .)*

  (***Play it Again, Figrin D'an: The Tale of Muftak and Kabe*** and *The Essential Guide to Alien Species*)
- *Muftak informs Momaw Nadon that Alima, the man who caused his banishment from Ithor, is in Mos Eisley. Nadon has Muftak sell Alima false information saying that Momaw Nadon is hiding the droids the Imperials are looking for. (To be continued below . . .)*

  (***The Sand Tender: The Hammerhead's Tale***)

- *The night of learning that Alima is on Tatooine, Momaw Nadon visits his special Bafforr trees, who forbid him from killing Alima. Alima shows up and kills several trees, telling Momaw Nadon that if he does not turn over the droids the Imperials are looking for (which he doesn't really have), he'll come back and kill Momaw and destroy his plant-laden home. (To be continued below . . .)*

(***The Sand Tender: The Hammerhead's Tale***)

- *Jabba the Hutt's business droid, CZ-3, has gone missing. The droid was last seen when Opun "Black Hole" Mcgrrr was a guest in Jabba's townhouse in Mos Eisley, and it is believe that Mcgrrr has stolen the droid. Jabba sends Takeel to find CZ-3 . . . and Takeel's brother, Zutton (AKA Snaggletooth) to keep an eye on Takeel. Elsewhere, the Jawa female Aguilae and her partner, the Squib trader Mace Windu (no relation—thank the maker—to the Jedi), have been busy. They had managed to steal CZ-3 from Mcgrrr after Mcgrrr had stolen it from Jabba, and had sold it to a Corellian trader. They have just realized that the droid was Jabba's, who isn't someone they want to mess with, so they run by Wioslea's speeder shop and learn where to find the Corellian. Aguilae drags the oft-drunk Mace along, only to find that the droid had wandered off from the Corellian and gotten picked up by Jawas from Jek Nkik's sandcrawler. Back at Jabba's, Jabba's henchman Lhojugg discovers that CZ-3 was let out of the townhouse and on the loose by Jabba's personal codes. Jabba knows the reason for this, but doesn't exactly feel like telling Lhojugg, so he has Lhojugg killed. Meanwhile, Aguilae and Mace find Jek, only to be taken aboard the sandcrawler (along with their speeder) as prisoners. While Mace is tucked away in a hold where he begins tinkering with R5-D4 and a GONK power droid, Aguilae confronts Jek. Jek says he is intending to take her back to Jawa society as a lesson, but Aguilae (originally named Khea Nkul and arranged to marry Jek) knows that he simply wants her back to be his wife, which she doesn't want. (Little do they know that they could've avoided the sandcrawler altogether. CZ-3 had escaped from the Jawas before they left Mos Eisley.) In Mos Eisley, Tols Vengra, the Jenet henchman of Mcgrrr tracks CZ-3 in order to bring the droid back to Mcgrrr, while Takeel stumbles across the droid as well. Back at the sandcrawler, Imperials believing R2-D2 and C-3PO (with the* Death Star *plans) to be aboard, attack the sandcrawler. Aguilae and Mace barely escape (with R5-D3 and the GONK) before all of the Jawas are slaughtered. They arrive back at Mos Eisley just as Takeel finds CZ-3, only to be held up by Tols. Tols reveals that CZ-3* was *stolen by Mcgrrr, and suddenly Zutton appears and blasts CZ-3. The droid was part of a sting to get evidence of Mcgrrr's wrong-doings, and Tols has just provided ample evidence. (That is the reason for Jabba using his codes to release CZ-3 in the first place.) Takeel and Zutton have completed their true mission for Jabba, Mcgrrr and Tols are in big trouble, and Mace and Aguilae are now the proud new owners of the blasted CZ-3, which they hope to refit and sell away at some point.*

(***Spare Parts***)

- *The annual Jawa swap meet is held. Het Nkik, along with his clan, led by Wimateeka, are late to the meet, but find that another sandcrawler, that belonging to his Het's friend Jek Nkik's clan, is not yet there either. As they leave the swap meet, they come across the missing sandcrawler. All of the Jawas are dead, and are being tended to by Obi-Wan Kenobi and two droids (Luke has headed back to the Lars' moisture farm). Knowing the Empire is behind this tragedy, Het Nkik takes his blaster and a small vehicle and heads for Mos Eisley to wreak havoc on some Imperials. (To be continued below . . .)*

(***Swap Meet: The Jawa's Tale***)

- *Very soon after the Jawa swap meet, Wimateeka and several other Jawas go to the wedding of Eyvind and Ariela. As the wedding celebration goes on, several Tusken Raider's (kids ready for their coming of age) attack to steal some speeders. Eyvind dies as a result, and Ariela is kidnapped. The moisture farmers*

give Wimateeka and Ariq Joanson a very short time to get Ariela back before they take her back by force. They go to the vaporator where Ariq gives the Tusken Raiders water, and convinces the Tusken youths that building a peace would leave their mark on the world. They return Ariela, and peace talks begin. Imperials (sent by the other moisture farmers) arrive and attack them, though, and negotiations end in bloodshed. (To be continued below . . .)

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

- *After speaking with Jub Vengu, one of Jabba the Hutt's go-betweens, about helping him secure a reward for the capture of a Jedi (whom he sensed in Mos Eisley two weeks before), Feltipern Trevagg returns to his office and meets M'iiyoom Onith, a H'nemthe female nicknamed "Nightlily." Trevagg becomes infatuated with her, wanting conquest, and he begins to "put the moves on her," intending to get her into bed by night's end. They go to lunch at the Court of the Fountain, where Jabba's chef Porcellus works when not preparing Jabba's meals. Travagg cons her into thinking he is proposing marriage to her, and she is elated. Predne Balu, Assistant Security Officer of Mos Eisley warns him away from Nightlily, but Trevagg doesn't take his advice. Shortly thereafter, Trevagg notices that Balu is being visited by Pylokam, who probably has information on the Jedi. Trevagg needs someone to help take out Balu, so he decides to take Nightlily to Chalmun's Cantina where he can woo her* and *look for an assassin. (To be continued below . . .)*

(***Nightlily: The Lover's Tale***)

- *Ariela and Ariq Joanson mourn for Eyvind and the lost chance of peace between the humans, Jawas, and Sandpeople. After leaving Ariela's company, Ariq heads for Chalmun's Cantina to drown his sorrows, while he begins the long process of waiting for another chance to sue for peace in the future. The Imperials actions have made him a Rebel, if not as part of the Rebel Alliance, then at least by definition.*

(***Drawing the Maps of Peace: The Moisture Farmer's Tale***)

- *On his way to Chalmun's Cantina for work, Wuher is met by C2-R4, an augmented astromech droid that is a hodge-podge of other droids. The droid rambles off its abilities (many of which would be helpful, especially to a bartender), but Wuher's hatred for droids (as scapegoats for mistreatment throughout his life) leads him to leave C2-R4 where he is, instead of taking him in. Wuher heads for his "lab," where he is trying to concoct a perfect brew for Jabba the Hutt in order to gain the fame and money that would come with being made Jabba's personal bartender. His latest concoction isn't good enough, he believes.*

(***Be Still My Heart: The Bartender's Tale***)

- *Before Figrin D'an and the Modal Nodes begin their first set, Labria wins all of the instruments Figrin D'an owned in a sabacc game, then sits back to listen to them play their music in Chalmun's Cantina for the rest of the day, despite the ruckus that is later caused by Obi-Wan Kenobi, Han Solo, etc.*

(***Empire Blues: The Devaronian's Tale***)

- *Wuher heads into the main cantina and begins work. During the course of his work, he'll be privy to Obi-Wan Kenobi's battle with Ponda Baba, Han Solo's murder of Greedo, and such. (To be continued below . . .)*

(***Be Still My Heart: The Bartender's Tale***)

- *Aboard the* Infinity*, a vessel wanted by the Imperials, BoShek arrives at Tatooine and must evade Imperial Star Destroyers in orbit. He uses a trick once mentioned by Han Solo and saves himself. He decides to go buy Han Solo a drink, so he heads for Chalmun's Cantina. (To be continued below . . .)*

(***At the Crossroads: The Spacer's Tale***)

- *Han Solo makes a solemn transmission to inform Renn Tharen of Bria Tharen's death. The mournful Han then goes to Chalmun's Cantina. He is in need of work, and must soon talk to Jabba about the spice shipment he dumped. While at the*

cantina, he will have his fateful first encounter with Luke Skywalker, Obi-Wan Kenobi, R2-D2, and C-3PO . . .

(***Rebel Dawn***)

- *After winning all of the instruments Figrin D'an owned in a sabacc game earlier in the day, Labria sits back and enjoys their music in Chalmun's Cantina, despite the ruckus caused later in the day by Obi-Wan Kenobi, Han Solo, etc.*

(***Empire Blues: The Devaronian's Tale***)

- *Coruscant Daily NewsFeed reports the disbanding of the Imperial Senate. (Exact date of report via Coruscant Daily NewsFeed: 35:3:5 i.e. 5 Selona 0 BBY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #3)

- *Karoly D'ulin and Shada D'ukal head for Chalmun's Cantina in the guise of Brea and Senni Tonnika. As they scout for a pilot, they witness the battle between Obi-Wan Kenobi and Dr. Evazan, Han Solo's encounter with Greedo, and such. (To be continued below . . .)*

(***Hammertong: The Tale of the "Tonnika Sisters"***)

- *In Chalmun's Cantina, BoShek tells Chewbacca that he has broken Han Solo's Kessel Run record. They are met by Obi-Wan Kenobi, who wants passage from Tatooine. BoShek declines, but receives a lesson in the Force, which he has been refusing to acknowledge until he has further proof. BoShek thanks Obi-Wan and leaves him and Chewbacca to talk about passage from Tatooine. (To be continued below . . .)*

(***At the Crossroads: The Spacer's Tale***)

- *Kal Knai, having established himself as a moisture farmer after his recent flight from Imperial slavery at the age of 16, witnesses Obi-Wan Kenobi and Luke Skywalker approaching Han Solo and Chewbacca in Chalmun's Cantina.*

(conjecture based on *Star Wars Screen Entertainment* via *TimeTales*, paraphrased)

- *Muftak meets with Momaw Nadon one last time in Chalmun's Cantina, as the ruckus caused by Obi-Wan Kenobi, Han Solo, etc. commences. Momaw Nadon tells Muftak that he does not expect to live to see another day. (To be continued below . . .)*

(***Play it Again, Figrin D'an: The Tale of Muftak and Kabe***)

- *Dannik Jerriko witnesses notices Obi-Wan Kenobi and Han Solo in Chalmun's Cantina and resolves to someday take the "soup" from Han Solo.*

(***Soup's On: The Pipe Smoker's Tale***)

- *Greedo, bolstered by the knowledge that there are two other Rodian bounty hunters on Tatooine, which proves that they make good hunters, Greedo confronts Han Solo in Chalmun's Cantina. The encounter proves fatal for Greedo, which is just what Goa wanted. He had been hired by the other two Rodians, members of Navik the Red's clan, who had wanted Greedo dead to satisfy their own clan obligations.*

(***A Hunter's Fate: Greedo's Tale***)

- *Just after Han Solo leaves Chalmun's Cantina, Shada D'ukal and Karoly D'ulin, in disguise as the Tonnika sisters, are arrested by Imperials looking for the Tonnikas. (To be continued below . . .)*

(***Hammertong: The Tale of the "Tonnika Sisters"***)

- *After witnessing the death of Greedo (and other ANH events), Het Nkik finalizes a trade with Reegisk for a Tusken Raider Talisman and rushes off to blast some Imperials. (To be continued below . . .)*

(***Swap Meet: The Jawa's Tale***)

- *In a hasty swap with Het Nkik, Reegisk trades a Tusken Raider Talisman to Het Nkik, but swipes the power pack from Nkik's blaster as insurance of his payment the next day. Not knowing this, Het Nkik leaves with an unpowered blaster.*

(***Trade Wins: The Ranat's Tale***)

- *After witnessing the death of Greedo (and the other ANH events) in Chalmun's Cantina, Feltipern Trevagg and Nightlily leave the cantina and head for a hotel to consummate their impending marriage. (To be continued below . . .)*

(***Nightlily: The Lover's Tale***)

- *Realizing that Greedo's pheromones might be a clue to the "perfect brew" for Jabba the Hutt, Wuher makes sure Greedo's body is secured and then heads out to find C2-R4 and take him in, not out of charity, but to use his various abilities to make that perfect brew. (To be continued below . . .)*

(***Be Still My Heart: The Bartender's Tale***)

- *After witnessing the death of Greedo, several Imperials stop BoShek about his escape from the Star Destroyers, but he flees into the* Dowager Queen*, where he pretends to be a preacher and speaks on and on about the Force. The real preachers don't take it kindly and beat him up. (To be continued below . . .)*

(***At the Crossroads: The Spacer's Tale***)

- *Not realizing that Reegisk has swiped his power pack, Het Nkik leaps out at a group of stormtroopers including Davin Felth and begins trying to fire on them with his powerless blaster.*

(***Swap Meet: The Jawa's Tale***)

- *While in Mos Eisley looking for C-3PO and R2-D2, Davin Felth and fellow stormtroopers are "attacked" by Het Nkik. When Nkik's blaster does not fire, one of Felth's comrades shoots him dead. (To be continued below . . .)*

(***When the Desert Wind Turns: The Stormtrooper's Tale***)

- *As BoShek escapes the* Dowager Queen*, he runs into Imperials drawn by the "attack" of Het Nkik He escapes and nabs a landspeeder from the used speeder shop in the spaceport, but is chased down by Imperials. He tries to talk his way out of the situation and attempts to calm himself and call on the Force. Out of sheer coincidence (or the Force's mysterious ways?), the troopers who have found him are the same ones that Obi-Wan Kenobi had mind-tricked earlier. His very slight grasp on the Force allows him to accidentally make them mentally relive the earlier mind-trick, allowing him to "move along." BoShek resolves to give up his life of crime to become closer to the Force, something far more important than himself.*

(***At the Crossroads: The Spacer's Tale***)

- *On Commenor, Wedge Antilles, Jek Porkins, Cesi "Doc" Eirriss, and Biggs Darklighter of Red Squadron meet with Captain Dantels and acquire astromechs for the Rebel Alliance. During their escape from Commenor, Eirriss is killed. The others head back to Yavin IV.*

(***Star Wars: X-wing Rogue Squadron* #1/2**)

- *Davin Felth and the other stormtroopers under Captain Terrik's command join Terrik at Docking Bay 94 to try to stop the* Millennium Falcon *from lifting off. Having seen Imperial cruelty first-hand, Felth decides to shoot Terrik in the back while no one is watching. He has decided to join the Rebellion, and serve as a spy within the Imperial ranks.*

(***When the Desert Wind Turns: The Stormtrooper's Tale***)

- *As the* Millennium Falcon *blasts its way out of Docking Bay 94, Momaw Nadon informs Alima's troopers (falsely) that Alima* knew *that Han Solo would be blasting off with the droids the Imperials were after, but he refused to do anything about it. His troops, who hated him anyway, summarily execute him for his alleged treason. Justice has been served for Momaw Nadon, without him having to break the Law of Life. Momaw prepares to return to Ithor.*

(***The Sand Tender: The Hammerhead's Tale***)

- *As the* Millennium Falcon *blasts its way out of Docking Bay 94, in a Mos Eisley holding cell, Karoly D'ulin and Shada D'ukal speak with a guard named Riij Winward, who knows they aren't the Tonnika sisters. He speaks to them about a*

trade—he will free them if they can take him to the Imperial item they stole. The Mistryl agree and they head back to the Strike Cruiser to meet with Cai. Riij realizes that what they are looking at is a prototype superlaser for the Death Star II*. He reveals that he is with the Rebel Alliance, but the women don't let him have the modular piece they wish to take off the planet. Riij is sent away, but he steals Cai's astromech, which bears technical schematics of the Hammertong. The Mistryl take the freighter Riij provided, along with the modular Hammertong piece, and leave Tatooine. Shada wonders whether or not it would be a good idea to leave the Mistryl service and join the Rebels.*

(***Hammertong: The Tale of the "Tonnika Sisters"***)

- *Kira Lar and several other students at the Academy on Carida hear of Alderaan's destruction. They pledge their lives to the cause of the Rebel Alliance and make their way with great haste to Agamar and onward to Yavin IV.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Kira Lar, found on the Wizards of the Coast website)
- *After getting off work at Chalmun's Cantina, Wuher goes back to his lab with C2-R4, Greedo's body, and the body of a Jawa who was accosting C2-R4 when he went back to find him. Wuher uses C2-R4 to dissolve the cadavers and uses the resulting fluid to perfect his brew, which he'll take to Jabba the Hutt as soon as he can.*

(***Be Still My Heart: The Bartender's Tale***)

- *With the Imperial Senate dissolved, the Bothan Embassy is no longer needed. Tereb Ab'Lon, aide to Bothan Ambassador Gatrar Shey'Tyan sees this as an end to his rise in the Bothan power structure, so he leaves Bothawui with stolen Imperial Naval plans in his droid, R2-Z1 (AKA Fweep). He leaves and tries to get to the Rebellion, but ends up having trouble when TIE fighters damage his ship. He crash-lands on Tatooine, where detective-for-hire (AKA semi-scumbag) Nim Bola has just finished dumping two bounty hunters who attacked him into the sarlacc. Bola saves Ab'Lon from the wreckage, learns that the droid holds important information for the Alliance, and decides to sell the droid's information back to the Empire. He then tosses Ab'Lon into the sarlacc and heads off. While his partner, Tavri, fends off Ossan thugs, Bola makes a deal to deliver the droid's information to the Rebellion in two days for 50,000 credits.**

(***Droid Trouble***)*

***NOTE: One would assume by how the story is told that Bola is going to sell the plans to the Empire for 50,000, but the preface to this story's sequel, *A Deal Gone Sour* specifically says it will be to the Rebellion for 50,000 or the Imperials for 40,000 if the Rebellion doesn't come through.**

- *A group of Rebels meets on Tatooine with their contact, Rai-Kalei, to be put into contact with Nim Bola and Tavri and buy R2-Z1 (and the droid's information) from Bola. As they enter a cantina to meet Rai-Kalei, they see Bola being taken away by Imperials. Rai-Kalei tells them that Bola has been arrested, but they can still meet with Tavri. Tavri will sell them the droid, but they must help free Bola. The Rebels agree, and the jailbreak takes place. As Tavri and Bola escape, the Rebels secure R2-Z1, then escape Tatooine aboard Rai-Kalei's* Mayjeln*.*

(***A Deal Gone Sour***)

- *Having decided to finally acquiesce to Kabe's desires, Muftak agrees to help her break into Jabba the Hutt's Mos Eisley town house. They break in and encounter K-8LR, Jabba's protocol droid, but they free it of its restraining bolt and K-8LR becomes an ally (which, in a way, the droid already is, after telling Muftak that his homeworld is Alzoc III). K-8LR shows them to the captured Rebel Barid Mesoriaam, who gives them a datadot that they can sell to the Rebel Alliance when a Mon Calamari comes to pick it up. They take the dot, but are attacked by Jabba's goons. Muftak stays behind to cover Kabe's escape, but Kabe abandons their loot (except the datadot) and returns for Muftak. With K-8LR's help, they escape. Shortly thereafter, they meet with the Mon Calamari and receive 15,000*

credits, travel papers with Grand Moff Tarkin's signature on them, and passage to Alzoc III. Muftak can finally go home, and take his charge, Kabe, with him.

(***Play it Again, Figrin D'an: The Tale of Muftak and Kabe***)

- *Niclara Varnillian, currently aboard the* Death Star *as a proud supporter of the New Order, is transferred to the Imperial Star Destroyer* Pulsar*, shortly after she witnesses her own Empire's destruction of her own homeworld, with no hint of remorse on the part of the Empire* or *Niclara.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *Garindan writes a journal entry about how he is a hero (in his own mind) for alerting the stormtroopers to where the Jedi Obi-Wan Kenobi was to be found in Mos Eisley.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *The morning after the* Millennium Falcon *blasts out of Mos Eisley, Predne Balu and Wuher discover Feltipern Trevagg's mauled body. Wuher informs Balu that the woman he was with (Nightlily) is a H'nemthe female . . . a member of a race whose females eviscerate their mates immediately after mating, as some kind of odd biological imperative brought on by a 10:1 female:male ratio on H'nemthe. Balu isn't exactly sad to see Trevagg dead.*

  (***Nightlily: The Lover's Tale***)
- *Kira Lar arrives at Yavin IV in time to act as part of the ground crew during the Battle of Yavin.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Kira Lar, found on the Wizards of the Coast website)
- *As the Battle of Yavin is planned and launched, the second half of the Second Battle of Ord Biniir takes place. The Imperial 181st Fighter Wing comes to Ord Biniir, where they destroy the Rebel Alliance forces who so recently stole the world from the Imperials.*

  (conjecture based on *X-wing: Rogue Squadron*—"The Rise of Isard: The Making of Baron Fel" via *TimeTales*, paraphrased)
- *An unknown TIE fighter pilot is shot down and crashes down on Yavin IV, killing both the pilot and innocent bystander, Dr'uun Unnh, a Rebel naturalist who was not a part of the Battle of Yavin itself.*

  (conjecture based on *The Illustrated Star Wars Universe: Tatooine Entry*)
- *Qorl, a TIE fighter pilot, is shot down during the Battle of Yavin and crashes on Yavin IV.*

  (conjecture based on *Young Jedi Knights: Heirs of the Force*)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

Rebel Dawn [continued] (novel: A. C. Crispin)

Toprawa . . . and Mos Eisley [continued]

Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)

Captive to Evil by Princess Leia Organa (youth novel: Jude Watson)

First Entry

Location: First Officer's Quarters/Consular Ship Tantive IV

Second Entry

Location: First Officer's Quarters/Consular Ship Tantive IV

Location: Portside Companionway

Third Entry

Location: Crew Quarters/Imperial Star Destroyer Devastator

Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)

Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)

The Lost Scenes (BTM clips: George Lucas)

Early Luke Scene (BTM clip: George Lucas)
Anchorhead Scene (BTM clip: George Lucas)
Biggs and Luke Scene (BTM clip: George Lucas)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
    Second Entry
    Third Entry
    Fourth Entry
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
Play it Again, Figrin D'an: The Tale of Muftak and Kabe (TFTMEC short story: A. C. Crispin)
Play it Again, Figrin D'an: The Tale of Muftak and Kabe (TFTMEC short story: A. C. Crispin)
The Sand Tender: The Hammerhead's Tale (TFTMEC short story: Dave Wolverton)
The Sand Tender: The Hammerhead's Tale (TFTMEC short story: Dave Wolverton)
The Sand Tender: The Hammerhead's Tale [continued] (TFTMEC short story: Dave Wolverton)
The Sand Tender: The Hammerhead's Tale [continued] (TFTMEC short story: Dave Wolverton)
Spare Parts (AJ11 short story: Pablo Hidalgo)
Spare Parts (AJ11 short story: Pablo Hidalgo)
Swap Meet: The Jawa's Tale (TFTMEC short story: Kevin J. Anderson)
Swap Meet: The Jawa's Tale (TFTMEC short story: Kevin J. Anderson)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Captive to Evil by Princess Leia Organa [continued] (youth novel: Jude Watson)
    Fourth Entry
        Location: Crew Quarters/Devastator/Orbiting the Death Star Station
    Fifth Entry
        Location: Detention Block AA23/Death Star
    Sixth Entry
        Location: Prisoners' Dock/Death Star
    Seventh Entry
        Location: Prisoners' Dock/Death Star
    Eighth Entry
        Location: Prisoners' Dock/Cell 2187/Death Star
    Ninth Entry
        Location: Prisoners' Dock/Cell 2187/Death Star
    Tenth Entry
        Location: Prisoners' Dock/Cell 2187/Death Star
Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)
Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)
    Day 50: Jawa Gifts and the Wedding
    Day 50, Early Afternoon: I Wait By the Vaporator With a Last Gift of Water
Nightlily: The Lover's Tale (TFTMEC short story: Barbara Hambly)
Nightlily: The Lover's Tale (TFTMEC short story: Barbara Hambly)
Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Drawing the Maps of Peace: The Moisture Farmer's Tale [continued] (TFTMEC short story: M. Shayne Bell)

Day 50, Night: I Become a Rebel*

***NOTE: This story sets the time as "night," but unless Ariq is telling the last section as a flashback instead of a narrative as the rest of the story is, this must be a mistake on Bell's part. The ANH events obviously don't take place at night.**

Be Still My Heart: The Bartender's Tale (TFTMEC short story: David Bischoff)

Be Still My Heart: The Bartender's Tale (TFTMEC short story: David Bischoff)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Be Still My Heart: The Bartender's Tale [continued] (TFTMEC short story: David Bischoff)

Be Still My Heart: The Bartender's Tale [continued](TFTMEC short story: David Bischoff)

At the Crossroads: The Spacer's Tale (TFTMEC short story: Jerry Oltion)

At the Crossroads: The Spacer's Tale (TFTMEC short story: Jerry Oltion)

The Han Solo Trilogy [continued] (novel trilogy: A. C. Crispin)

Rebel Dawn [continued] (novel: A. C. Crispin)

Epilogue

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Empire Blues: The Devaronian's Tale [continued] (TFTMEC short story: Daniel Keys Moran)

Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)

Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)

At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)

At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)

The Lost Scenes [continued] (BTM clips: George Lucas)

Early Cantina Scene (BTM clip: George Lucas)*

***NOTE: This scene was included in the "Lost Scenes" section of the *Star Wars: Behind the Magic* CD-ROM, along with the "Early Luke, Anchorhead," and "Biggs and Luke Scenes" above. What makes this one different is that it is not a scene that was cut from the two versions of *A New Hope*. This particular scene was an early version of the scene in Chalmun's Cantina in Mos Eisley. In the scene, camera angles are changed, dialogue is not *quite* the same, and we see Han Solo with a woman in the cantina. Ever wonder why after Chewbacca leads Luke and Obi-Wan to Han's table, the scene doesn't show them walking up to the table, just Han beginning with "I'm Han Solo . . . "? Well, that's why--anything left in the film before that would have shown Han with this woman. Consider this something "official" in the sense that it's an interesting addition, and if we call it "official" and not any form of canon, anything in the scene that was overwritten with the released films is out of the picture. (See discussion on Canon far below.)**

Play it Again, Figrin D'an: The Tale of Muftak and Kabe [continued] (TFTMEC short story: A. C. Crispin)

Play it Again, Figrin D'an: The Tale of Muftak and Kabe [continued] (TFTMEC short story: A. C. Crispin)

The Tales of Dannik Jerriko (TFTMEC/TFJP short stories: Jennifer Roberson)

Soup's On: The Pipe Smoker's Tale (TFTMEC short story: Jennifer Roberson)

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

A Hunter's Fate: Greedo's Tale [continued] (TFTMEC short story: Tom Veitch & Martha Veitch)

The Cantina

Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)
Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)
Swap Meet: The Jawa's Tale [continued] (TFTMEC short story: Kevin J. Anderson)
Swap Meet: The Jawa's Tale [continued] (TFTMEC short story: Kevin J. Anderson)
Trade Wins: The Ranat's Tale (TFTMEC short story: Rebecca Moesta)
Trade Wins: The Ranat's Tale (TFTMEC short story: Rebecca Moesta)
Nightlily: The Lover's Tale [continued] (TFTMEC short story: Barbara Hambly)
Nightlily: The Lover's Tale [continued] (TFTMEC short story: Barbara Hambly)
Be Still My Heart: The Bartender's Tale [continued] (TFTMEC short story: David Bischoff)
Be Still My Heart: The Bartender's Tale [continued] (TFTMEC short story: David Bischoff)
At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)
At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)
Swap Meet: The Jawa's Tale [continued] (TFTMEC short story: Kevin J. Anderson)
Swap Meet: The Jawa's Tale [continued] (TFTMEC short story: Kevin J. Anderson)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)
At the Crossroads: The Spacer's Tale [continued] (TFTMEC short story: Jerry Oltion)
X-wing: Rogue Squadron #1/2 (comic: Michael A. Stackpole)
X-wing: Rogue Squadron #1/2 (comic: Michael A. Stackpole)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
When the Desert Wind Turns: The Stormtrooper's Tale [continued] (TFTMEC short story: Doug Beason)
The Sand Tender: The Hammerhead's Tale [continued] (TFTMEC short story: Dave Wolverton)
The Sand Tender: The Hammerhead's Tale [continued] (TFTMEC short story: Dave Wolverton)
Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)
Hammertong: The Tale of the "Tonnika Sisters" [continued] (TFTMEC short story: Timothy Zahn)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
Fifth Entry
Sixth Entry
Seven Entry
Be Still My Heart: The Bartender's Tale [continued] (TFTMEC short story: David Bischoff)
Be Still My Heart: The Bartender's Tale [continued] (TFTMEC short story: David Bischoff)
The Tales of Nim Bola and Tavri (AJ short stories: Chuck Sperati)
Droid Trouble (AJ3 short story: Chuck Sperati)

A Deal Gone Sour (AJ4 short story: Chuck Sperati)
The Cantina
Jail Break
Saving the Droid
Pursuit and Escape
Play it Again, Figrin D'an: The Tale of Muftak and Kabe [continued] (TFTMEC short story: A. C. Crispin)
Play it Again, Figrin D'an: The Tale of Muftak and Kabe [continued] (TFTMEC short story: A. C. Crispin)
Nightlily: The Lover's Tale [continued] (TFTMEC short story: Barbara Hambly)
Nightlily: The Lover's Tale [continued] (TFTMEC short story: Barbara Hambly)
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
Captive to Evil by Princess Leia Organa [continued] (youth novel: Jude Watson)
Eleventh Entry
Location: Cargo Compartment B2 on the Millennium Falcon
Twelfth Entry
Location: Millennium Falcon/Navigation Center
Star Wars: Journal [continued] (youth novel series: John Peel & Jude Watson & Donna Tauscher & Todd Strasser)
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
Eighth Entry
Ninth Entry
Tenth Entry
Eleventh Entry
Captive to Evil by Princess Leia Organa [continued] (youth novel: Jude Watson)
Thirteenth Entry
Location: Starpilots' Quarters/Massassi Outpost/Fourth Moon of Yavin
Fourteenth Entry
Location: Main Hangar/Massassi Outpost
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
Twelfth Entry
Captive to Evil by Princess Leia Organa [continued] (youth novel: Jude Watson)
Fifteenth Entry
Location: War Room/Massassi Outpost
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
Thirteenth Entry
Captive to Evil by Princess Leia Organa [continued] (youth novel: Jude Watson)
Sixteenth Entry
Location: Senatorial Quarters/Massassi Outpost
Seventeenth Entry
Location: Throne Room Annex/Massassi Outpost
The Fight for Justice by Luke Skywalker [continued] (youth novel: John Peel)
Fourteenth Entry

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- *Cubber Daine's daughter is born.*
  (conjecture based on the *Wraith Squadron*)
- *Luther De'Ono is born.*
  (conjecture based on *Vector Prime*)
- *Affric becomes the Sarin sector's High Lord.*
  (conjecture based on the *Star Wars: The Roleplaying Game*--"Galaxy Guide 9: Fragments from the Rim")
- *Tessek begins planning to kill Jabba the Hutt.*

(conjecture based on *A Free Quarren in the Palace: Tessek's Tale*)

- *Junas Turner joins the Rebellion after the destruction of Alderaan.*
  (conjecture based on *Escape from Balis-Baurgh*)
- *Tere Metallo joins Alliance Intelligence.*
  (conjecture based on *Rendezvous with Destiny*)
- *Harovan Toth is transferred from Yavin IV to Delta Base.*
  (conjecture based on *Cracken's Rebel Operatives* supplement in *The Official Star Wars Adventure Journal* #11)
- *Kella Rand goes to Corellia to attend a university.*
  (conjecture based on *Kella Rand Reporting*)
- *Yasinda Bardak is reassigned to Tasariq by Imperial Intelligence.*
  (conjecture based on *Tasariq: The Crystal Planet*)
- *Based on anger about the loss of the* Death Star *plans to Operation: Skyhook, the Emperor orders Toprawa reduced to a pre-industrial civilization.*
  (conjecture based on *Rogue Squadron*)
- *With Grand Moff Wilhuf Tarkin's death at the Battle of Yavin, Emperor Palpatine appoints Ardus Kaine as the new Grand Moff of the Outer Rim Territories..*
  (conjecture based on *The Pentastar Alignment*)
- *With the destruction of Alderaan and deaths of his close friends and contacts, Dren Nord is recruited into the Rebel Alliance.*
  (conjecture based on *Special Ops: Shipjackers*)
- *Dictio L'varren joins the Rebel Alliance.*
  (conjecture based on *Kella Rand Reporting*)
- *T'Charek Haathi enlists in the Rebel Alliance.*
  (conjecture based on *Special Ops: Shipjackers*)
- *Allia is stationed on Wroona.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Smuggler's Guide" via *TimeTales*, abridged)
- *Birrge becomes a sanitation worker in Hanna City on Chandrila.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Smuggler's Guide" via *TimeTales*, abridged)
- *Rebba Macrebe works along the Trax Tube.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Smuggler's Guide" via *TimeTales*, abridged)
- *Miketa Sabrin's belief in the Empire is shattered with the destruction of Alderaan and the casual acceptance of the destruction by the Emperor and her own staff.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 11: Criminal Organizations" via *TimeTales*, abridged)
- *On Corellia, a private reception for Fine Arts Museum patrons is held at which Venthan Chassu's Selonian nudes are shown for the first time in eight years. Corran and Hal Horn are in attendance.*
  (conjecture based on *Side Trip*)
- *The 16th Escort Force, a small Imperial fleet which is part of Commodore Soleric's command, is assigned the specific mission of escorting merchant and corporate vessels through Ado Sector's Induparan Crown Worlds. It is undermanned and short on resources, facts that are revealed when the 'Free Lance' began raiding convoys in the sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Pirates and Privateers" via *TimeTales*, verbatim)
- *Ivey joins the Rebel Alliance.*
  (conjecture based on *Blasters for Hire*)
- *Darth Vader goes to Firrerre and finds Hethrir and Rillao, two Force-sensitive natives. Vader picks them to be his students, using their names as leverage to get them to agree. (In their culture, saying one's name compels the person to*

obey.) Lord Hethrir, student of Darth Vader, soon becomes Imperial Procurator of Justice and destroys Firrerre, leaving the Firrerreo species enslaved. Those who are lucky enough to be enslaved are put in suspended animation and shipped off the planet. The others are killed when the Imperial Starcrash Brigade releases a virus into the atmosphere.

(conjecture based on *The Essential Guide to Alien Species*)

- *Velpar Raftin aids in the investigation of the commandant of Sevarcos' criminal activities. His participation earns him the chance to take over as the new commandant when the investigation costs the former commandant his position.**

(conjecture based on *The Free-Trader's Guide to Sevarcos*)*

***NOTE: This assumes that the sourcefile *The Free-Trader's Guide to Sevarcos* was meant to be viewed as happening around the time of ANH.**

- *Alderaan Royal Engineers (the portion not on Alderaan, of course) shuts down.*

(conjecture based on the *Essential Guide to Vehicles and Vessels*)

- *On Gallisport, the Rabid Mynocks, after a brief recruiting campaign, regain their prominence.**

(conjecture based on *Swoop Gangs*)*

***NOTE: This assumes that all of *Swoop Gangs* takes place around the time of ANH.**

- *Soontir Fel and Wynssa Starflare (AKA Syal Antilles) are married.*

(conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Blood and Honor—'The Making of Baron Fel'")

- *Andi Tolen becomes a freelance bounty hunter..**

(conjecture based on *Star Wars: The Roleplaying Game* profile for Andi Tolen, found on the Wizards of the Coast website)*

***NOTE: This assumes her freelance status begins shortly into the Rebellion Era.**

- *Carlist Rieekan joins the Rebel Alliance.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")

- *Civil war breaks out between the farmers and miners on Anobis.*

(conjecture based on *Young Jedi Knights: Return to Ord Mantell*)

- *Tycho Celchu defects from the Empire and joins the Rebellion.*

(conjecture based on *Rogue Squadron*)

- *Han Solo returns his reward money for rescuing Leia Organa to the Rebel Alliance.*

(conjecture based on *The Rebel Thief*)

- *General Dodonna assigns everyone at Yavin base a mission: Find the damaged TIE Advanced of Darth Vader, which is confirmed to have survived the Battle of Yavin. He very much wants to increase the Rebellion's victory by capturing or killing Vader before he reaches the Empire again. For nearly a month, during their various missions, the Rebel heroes keep their eyes and ears open for any sign of where Vader went.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Scoundrel's Luck" via *TimeTales*, verbatim)

- *General Airen Cracken issues a report, detailing many of the Rebel Alliance's operatives, to Rebel High Command.**

(***Cracken's Rebel Operatives***)*

***NOTE: Cracken will later issue files to update this report shortly after the Battle of Endor. These were covered in the *Official Star Wars Adventure Journal* series.**

- *Aboard the* Kuari Princess*, Lieutenant Celia Durasha plays a hologame with Detien Kaileel as Dap Nechel watches. They are members of the crew of the ship, carrying passengers from Endoraan to Mantooine. When they arrive, Kaileel goes out on a secret errand. Later, with him back aboard, the ship begins taking on new passengers, including Lieutenant Adion Lang, close friend of Celia's from back home. Celia tells him of how her father blocked her attempts to follow the family military tradition, which landed her on the non-military vessel. Adion, on the other hand, is now assistant to Aris' Moff. After the encounter, Celia does*

some thinking and goes for a rematch with Kaileel, who updates her on the investigation into some missing blasters. They are interrupted when Captain Glidrick calls Celia to his office. Her brother Raine has been recently killed by Rebels on Raltiir. She talks about it with Kaileel later and notes his Rebel sympathies . . . before realizing that he is an active Rebel and has been smuggling their "missing" blasters to Rebels on places like Mantooine. He tells her to look at the Empire from a closer point of view to see its cruelty—a point emphasized as they are told by Dap that Alderaan has been destroyed for aiding the Rebellion. Before they can continue their game, Adion, who is not a Moff's assistant but actually an Imperial Security Bureau officer, takes Kaileel into custody. She breaks him out of custody and races with him to the docking bay to escape in a barge, but Adion is waiting. Adion kills Kaileel and tries to take Celia into custody, but she slashes him with a knife and escapes from the Kuari Princess *into the Maelstrom Nebula, from which she plans her escape from her former life.*

(***A Certain Point of View***)

- *Jengus the Jawa and his family leave Tatooine after the murder of an entire Jawa clan by Imperial stormtroopers. He hopes to join his nephew, Squig, but is stranded on Cordel Cove on Neftali for starship repairs. The port master at the time agrees to let his family have free run of the starport if Jengus will agree to serve as the starport's head technician. Jengus quickly agrees, and oversees all the machinery and mechanical maintenance of Cordel Cove. Jengus and his twin sons also oversee the management of the underground hot springs of Cordel Cove, catering to the whims of tourists of all species.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Sands of Socorro" via *TimeTales*, verbatim)
- *Gunda Mabin AKA Gunda the Terror bursts onto the galactic pirate scene as a member of the Riders of the Maelstrom.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Pirates and Privateers" via *TimeTales*, abridged)
- *Imperial Admiral Gor Lequar is placed in command of the Third Ado Superiority Fleet.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Pirates and Privateers" via *TimeTales*, verbatim)
- *Yerland, an Alliance agent is captured by the bounty hunter Malis, but not before Yerland takes out five Imperial troopers.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 10: Bounty Hunters" via *TimeTales*, verbatim)
- *Drayneen, a woman, becomes an Imperial Inquisitor.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *The HT-2200 freighter,* Reekeene's Retribution *is purchased by the Alliance, and issued to Reekeene's Roughnecks. Modified with the addition of a pair of retractable FireStorm missile racks, the* Retribution *is outfitted to help the Roughnecks defeat Moff Sakai. Unfortunately, Sakai calls in the Venom Guard, and the Roughnecks are nearly wiped out. The* Reekeene's Retribution *is lost, presumably with all hands aboard, and is believed to be adrift in deep space.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Stock Ships" via *TimeTales*, verbatim)
- *The servant droid SE4-T25 begins working for Radell Mining Corporation.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Operation: Elrood" via *TimeTales*, verbatim)
- *The Empire introduces the* Thran *class starship into its fleet.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Campaign Pack" via *TimeTales*, verbatim)

- *Imperial Major Drummond serves as the warden of the Alpha TR-8 prison facility on the planet Rordak.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Planets of the Galaxy: Volume One" via *TimeTales*, abridged)
- *Bevel Lemelisk is forced into a cage to be tortured by piranha-beetles as an example to all those whose work on the* Death Star *had failed.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Bevel Lemelisk attempts to escape from the Empire, but is soon recaptured and brought back to work on the* Death Star II *project.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *The day after the Battle of Yavin, the Rebels on Yavin IV are celebrating. Near the planet Delrakkin, Imperial Admiral Termo's Star Destroyer sits, while they await a message from Grand Moff Tarkin. Concerned that Tarkin has not contacted them, Termo dispatches a* Carrack *cruiser with three attached TIE fighters and a group of stormtroopers led by Captain Skeezer to the Yavin system to find out what happened to Tarkin. At the Rebel base, R2-D2 wonders why there was a huge amount of non-medical area bacta on the* Death Star*. The Imperials arrive and find no* Death Star *and head for Yavin IV to seek answers. On Yavin IV, the Rebels detect the ship, and Han Solo disobeys orders and takes the* Millennium Falcon *to take out the cruiser. He succeeds in taking out the TIEs and shooting the* Carrack *down, but the Rebels must send people out to stop them from sending a distress signal and to capture the leader. A lone Rebel heads into the jungle and takes out several stormtroopers and the distress beacon, taking one's armor, but being discovered as a fake. The Rebel hides in a nearby temple, where battle droids await. After defeating a battle droid, the Rebel discovers Q-7N, who helps the Rebel defeat the next stormtroopers. The Rebel manages to capture Captain Skeezer and take him in for questioning. In the ensuing interrogation, carried out by Solo, it is learned that the extra bacta on the* Death Star *was contaminated for some dire purpose. Leia thinks she knows what that purpose was, and she races off to find General Dodonna.**
  (***Assault on Yavin Four***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *The Rebels on Yavin IV realize that the contaminated bacta the* Death Star *carried must have been created on Thyferra. Our heroes head for Thyferra to investigate. Aboard the Imperial Star Destroyer* Liquidator*, Admiral Termo follows instructions left on a data tape by Grand Moff Tarkin and contacts B90-478R, who turns out to be Emperor Palpatine. Palpatine informs him that the* Death Star *has been destroyed, though it must be kept secret. On Thyferra, the Rebels plan to meet with Voralla Morbo, a Rebel sympathizer, but are captured by stormtroopers who had been tipped off that the landing pad they were using was frequented by Rebel ships. One of the Rebels escapes. Along with Q-7N, the Rebel manages to make it through the streets, past several Imperial encounters and one encounter with some slavers, and finally makes it to a warehouse, only to find Plurra, an enslaved Vratix making bacta. With the Vratix's help, the Rebel makes it to the prison area and frees the other Rebels, who follow Q-7N to the* Millennium Falcon*. Shortly after their escape from the cells, they head for Morbo's Place. Morbo tells them that a modified Carrack cruiser (the one that Captain Skeezer crashed on Yavin IV) came just a short while before to pick up a load of alazhi, one of the two components in making bacta. The destination of the shipment was Delrakkin.**
  (***Escape from Thyferra***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign,**

and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.

- *Aboard the Star Destroyer* Liquidator*, Admiral Termo speaks via hologram with Emperor Palpatine. He is confused as to why the Emperor mentions his earlier mission to plant alazhi, one of the two components of bacta, on Delrakkin. All becomes clear when he plays Tarkin's second data tape and learns that he is to attack Delrakkin City, pretending to be Rebel forces. On Thyferra, Luke Skywalker, Leia Organa, Han Solo, and the rest of the Rebels who discovered the plot of the contaminated bacta leave for Delrakkin. Upon entering Delrakkin space, the* Millennium Falcon *is confronted by two full squadrons of X-wings flown by Imperial pilots. They pretend to crash the* Falcon *to make repairs, but one of them has to go after the X-wings. That Rebel takes a Y-wing they had carried to Thyferra after the X-wings, with Q-7N in the cockpit as well. In a subsequent encounter with the X-wings, the Y-wing is shot down. The Rebel moves through the Delrakkin wilderness, meeting Untrilla and Gwann, two Delrakkin natives. They inform the Rebel that a short while ago they planted a field of alazhi brought to them by a Rebel named Skeezer. The Rebel tells them that Skeezer is actually an Imperial, and the two natives head for the* Falcon *while the Rebel manages to get an Imperial pilot's uniform and trick a fellow Imperial pilot into leading him (in the real pilot's X-wing) back to the* Liquidator*. Once the Rebel's X-wing is in the Star Destroyer's docking bay, the Rebel fires on a fuel tank, throwing the bay into confusion. The Rebel makes it to a lift and tells security that Rebels have invaded the ship. The Rebel makes it to Termo's quarters and steals the first two (of three) data tapes left for Termo by Tarkin. The Rebel then escapes in an X-wing. Reunited, the Rebels view the data tapes and discover the Imperial plot. The Empire has been working on a device to restrict hyperspace escape and were planning to use Delrakkin as a testing area, since it is on the end of an old hyperspace trade route. Unfortunately, the citizens of Delrakkin City (all Imperials, not natives) cannot be trusted with keeping the operation a secret, so they must be eliminated. The bacta was to be delivered to the city to kill off the citizens, but Skeezer's mission to destroy it as Rebel forces was Tarkin's contingency plan. At the end of the second tape, Tarkin orders Termo to the Yavin system to search for the* Death Star *and anything else in the area. The Rebels realize the base on Yavin IV could be in danger, and head back there at once.**

  (***Attack on Delrakkin***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *In the Yavin system, the* Liquidator *approaches Yavin's moons. Admiral Termo orders probes sent to Yavin XIII and Yavin IV, while they proceed to Yavin VIII. In each case, they are searching for Rebels who could have destroyed the* Death Star*. Entering the system in the* Millennium Falcon*, our Rebel heroes, Luke Skywalker, Han Solo, Chewbacca, Leia Organa, R2-D2, C-3PO, and Q-7N, see the probe heading for Yavin IV and race after it. They destroy it to keep the base's location a secret, planning to send a fake "all clear" transmission. At about the same time, Imperial Captain Skeezer escapes from his cell on Yavin IV and makes his escape in his modified Carrack cruiser, which the Rebels have just finished repairing for installation into the Rebel fleet. When the* Falcon *reaches Yavin IV, the Rebels are informed of Skeezer's escape and one of them (the same one who attacked the* Liquidator *at Delrakkin) takes an X-wing and Q-7N to stop the Carrack cruiser from informing the* Liquidator *of the Rebel presence on Yavin IV. The Rebel tracks Skeezer and destroys his transmitter array before bringing him down on Yavin VIII. No sooner does the Rebel see Skeezer go down than an assault commences from a garrison the* Liquidator *left on the planet. After*

destroying most of the garrison, the Rebel is caught in a tractor beam and taken aboard the Liquidator *once again. The Rebel is confronted by Admiral Termo and stormtroopers, but Q-7N fires the X-wing's lasers, scattering the troopers and allowing the Rebel to escape. The Rebel makes it to a weapon storage area and takes a detonator, which the Rebel then places on the ship's solar ionization reactor. The Rebel is the stopped by Termo, but they need the Rebel alive to deactivate the detonator. The Rebel and Q-7N distract the Imperials and escape in an escape pod as the detonator explodes, causing a chain reaction that destroys the* Liquidator*. From the pod, the Rebel sends a distress signal to the Rebels in the system. The pod lands on Yavin VIII, and the Rebel must battle Captain Skeezer, finally putting the man down. The* Millennium Falcon *soon arrives to recover the Rebel and Q-7N, and they all return to Yavin IV to celebrate their victory.**

(***Destroy the Liquidator***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Based on a cover story by Palpatine (see next entry), Imperial HoloVision reports that Alderaan was destroyed approximately one week earlier in a series of explosions, which were caused by an Alderaanian superweapon . (Exact date of report via Imperial HoloVision: 35:3:12 i.e. 12 Selona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)
- *Palpatine informs the Empire that Alderaan was destroyed by a meteor shower, but then changes the story to reflect that the Alderaanians were trying to develop a superweapon that backfired on them. In response, the Rebels show actual footage of the destruction on the Holonet, prompting Palpatine to explain that Alderaan was developing bio-weaponry and was destroyed to protect other systems. He then tries to cover his misdeeds by allowing the survivors of the destruction of Alderaan to settle on Byss.*

  (conjecture based on the *Dark Force Rising* and several *Adventure Journal* news bytes from *Galaxywide NewsNets*)
- *Knowing that Palpatine does not truly intend to bring Xendor back to life, Arden Lyn makes her escape from Palpatine's employ, hoping to someday build an army of Dark Side followers to take revenge on Palpatine for his lies.*

  (conjecture based on *The Emperor's Pawns*)
- *The* Herglic Trading Journal *reports the opening of the Kira Run to mainstream trade. (Exact date of report via the* Herglic Trading Journal*, Basic Edition: 35:3:14 i.e. 14 Selona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)
- *Deena Mips of Darpa SectorNet reports that the Ralltiir blockade has impacted the economy of the entire Darpa Sector. (Exact date of report via Darpa SectorNet: 35:4:2 i.e. 2 Telona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)
- *Devidia Vennsiol and her boyfriend, Dorbus Kyrullus break into a Safidine Industries lab and steal high-power blaster prototypes.*

  (conjecture based on *Bounties to Die For*)

- *Darth Vader arrives on Coruscant aboard a Carrack cruiser. He goes to see Emperor Palpatine and witnesses the Emperor undergoing bacta treatment on his latest clone body. Palpatine communicates with him telepathically and asks what happened to the* Death Star *to determine how truthful Vader will be. Palpatine informs him that Grand Moff Tarkin's third holotape just might hold information that could bring one of Tarkin's last plans to fruition and an end to the Rebellion. In the Unknown Regions, Captain Termo and Officer Tix, after floating about in their escape pod, finally begin descending toward an unknown planet with alien technology. Upon landing, Tix utilizes an alien communications array to send a distress call to the Empire. Palpatine sends Vader with a compliment of Imperials to investigate and bring back the holotape, not knowing that Termo and Tix have been captured by strange seeker-like droids (yes, like Q-7N). The Imperials arrive in a Carrack cruiser but are attacked by a droid-ship sent by the droids on the surface. The Carrack is incapacitated, but the Imperials (except one) manage to get out in their TIE fighters and head for the surface. One Imperial manages to find the entrance to an underground, abandoned alien base, and makes it through the base, frees Termo and Tix, and escapes. Vader questions Termo and Tix, and retrieves the holotape before using the Dark Side of the Force to choke Termo to death for insubordination. Three TIE pilots will remain behind to destroy the alien base, as the others return to Coruscant with the holotape. Unbeknownst to the Imperials, though, the other droids have sent out a distress call to their long-lost companion, Q-7N, who tells the Rebels on Yavin IV of his homeworld's plight. The Rebels prepare to investigate immediately.**

(***Darth Vader's Return***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Imperial." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Darth Vader, Captain Mordak, and Officer Tix arrive back on Coruscant. Vader takes the last of Grand Moff Tarkin's holotapes to the Emperor and they play it. In it, Tarkin outlines his plans for gravity well-projecting vehicles to enhance the Imperial fleet (read: plans for Interdictor cruisers). Vader is told to head on to Fondor and oversee the construction of the* Executor*, while Mordak is placed in charge of the gravity well project. A group of Imperials will steal a freighter on Space Station Kwenn and then rendezvous with Mordak on Bonadan, so that they can have a civilian-looking ship to use in their experimentation. The Rebels (Luke Skywalker, Leia Organa, C-3PO, R2-D2, Q-7N, Han Solo, and Chewbacca) arrive on Q-7N's homeworld, only to find that the Imperials have left. They leave aboard the* Millennium Falcon *and find a message drone, which bears a message from Wedge Antilles. Imperials are trying to steal a freighter on Space Station Kwenn and have locked up the crew. The Rebels race to the station to help. On Space Station Kwenn, Wedge Antilles, Tycho Celchu, and Wes Janson spy on the Imperials. They are discovered and scatter. One of the Rogues finds the stolen ship's crew, including Captain Kar Lamoran. The Rogue tells Lamoran and her crew to go find the other Rogues and tell them that he's going to try to retake the ship, but when the Rogue reaches the ship, he finds that Lamoran has only sent her crew to do so, and has followed him. Lamoran tells the Rogue that she might be needed to help deal with her testy ASP-7 droid on the ship. The Rogue races aboard the ship and disables the entire Imperial crew. The ship has lifted off under control of the ship's R5 droid, though, so the Rogue must go to the cockpit to stop it. The* Millennium Falcon *arrives and contacts the Rogue. After disabling the ASP-7, the Rebels all meet in docking bay 238. The Imperials have revealed that the ship was bound for Bonadan, and that Darth Vader is somehow involved. On Coruscant, Vader leaves for Fondor and Mordak leaves for Bonadan. On Space*

*Station Kwenn, the Rebels decide that they should impersonate the Imperial crew and continue to Bonadan to flush out the Imperial plot . . . **

(***Rogue Squadron to the Rescue***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rogue." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *After storing the* Millennium Falcon *(with Chewbacca, R2-D2, and Q-7N aboard) in a storage area of Kar Lamoran's Corellian Action VI freighter, Han Solo, Leia Organa, Luke Skywalker, C-3PO, and Kar land on Bonadan, where, only a short while before, Officer Tix and General Mordak had arrived in civilian clothes to meet their Imperial contact. The Rebels (disguised as the freighter's Imperial crew) meet Tix, Mordak, and the contact, only to have the contact (Frap Radicon) recognize Leia. In the commotion that follows, Han manages to slip a Luxan Penetrator weapon onto Frap, who is arrested for carrying the weapon, while the Rebels escape. Tix and Mordak contact Darth Vader, who sends a bounty hunter on a mission to free Frap from the custody of the Corporate Sector Authority security police compound he has been taken to. The hunter manages to free Frap with a minimum of trouble (mostly just beating on security personnel) and delivers him back to the other Imperials in time for them to take the freighter and leave for the Unknown Regions, where they intend to set up their hyperspace project on Q-7N's homeworld. In a nearby cantina, the Rebels gasp as the ship lifts off without them, with the* Falcon*, Chewie, R2-D2, and Q-7N still aboard. R2-D2 jacks into the ship's systems and discovers their destination. The destination is transmitted to C-3PO and the chase is on . . . Now, all the Rebels need is a ship . . .**

(***Bounty on Bonadan***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the bounty hunter." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Luke Skywalker, Han Solo, Leia Organa, and C-3PO steal an Espos marauder with several IRD-A fighters aboard and head for Q-7N's homeworld, Malagarr. On Malagarr, the Imperials aboard Kar Lamoran's Action VI freighter, the* Stellar Manx*, have arrived and are awaiting reinforcements. Officer Tix and General Mordak have learned from Frap Radicon that they are to build a gravity well projector, which will most likely kill them all during R & D, so they take it as their cue to defect to the Rebellion as they'd been considering. They go into the* Manx*'s hold to take the* Millennium Falcon *and escape, only to come face to face with Chewbacca, R2-D2, and Q-7N, who are still aboard. They join forces and take the* Falcon *and escape, just as the marauder enters the system. Tix and Mordak officially join the Rebels, and two of the Rebels head down to the surface (with stowaway Q-7N) in two IRD-As. The second Rebel receives a broken leg in a crash, so it's just the first Rebel and Q-7N the rest of the way, as the second Rebel heads for the first Rebel's ship. The first Rebel and Q-7N make it to the Imperial operation and sabotage it. The Rebel prepares to take the* Stellar Manx *off of Malagarr, ordering the other Rebel to use the surviving IRD-A to escape. Q-7N reveals that his Malagarian creators had been an advanced society with incredible technology, but the radiation from their technology killed them. Q-7N cannot let the world fall into the wrong hands, for the sake of innocents and even the people who would use the world for evil. He stays behind and activates a planet-wide self-destruct. When it blows, it takes the Imperial operation with it. On Coruscant, Darth Vader and Emperor Palpatine speak of the possibility of continuing the gravity well project elsewhere, but they intend to focus their energies on finishing the* Death Star II*. Elsewhere, Kar Lamoran gladly takes back*

the Stellar Manx*, and she and the Rebels on the* Falcon *go their separate ways, the latter taking the time to mourn their fallen ally, Q-7N.**

(***Total Destruction***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Alendar Jarvis of* New Order Progressive *reports that Grand Moff Tarkin, Admiral Motti, General Tagge, and their staffs have been killed in a shuttle crash. This will be the Empire's official cover story for the deaths of these* Death Star *personnel. (Exact date of report via* New Order Progressive*: 35:4:22 i.e. 22 Telona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #3)
- Rystall joins the Max Rebo band on Tatooine.

  (conjecture based on *Star Wars: The Roleplaying Game*—"Special Edition Sourcebook" via *TimeTales*, verbatim)
- *Linst becomes CEO of the Damarind Fishing Station.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 2: Yavin and Bespin" via *TimeTales*, abridged)
- *Admiral Nyran's* Nullifier *is placed in command of the fleet protecting Corulag.*

  (conjecture based on *The Official Star Wars Adventure Journal* #13 via *TimeTales*, paraphrased)
- *Nin Vu of Alderaan applies for a position in Rebel Special Forces in the wake of Alderaan's destruction.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rules of Engagement" via *TimeTales*, paraphrased)
- *Keelii Mazral takes command of the ThunderForce.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rules of Engagement" via *TimeTales*, paraphrased)
- *Durga the Hutt and Sprax begin to control the To-Sharr Uuta Shipworks, which will be used to launder money and spy for Black Sun.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, paraphrased)
- *Kryll, an Imperial Officer, defects to the Alliance after the destruction of Alderaan. He often told his troops that he defected, not because of Alderaan, but because the Empire did not appreciate his wonderful tenor voice. He would become an Alliance General in charge of the Outer Rim Communications Center, and would later serve the New Republic on Generis.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Rebel Alliance Sourcebook" and *The Last Command* via *TimeTales*, verbatim)
- *Lantillian ShipWrights is absorbed by TaggeCo, and many of the corporation's designers are fired. Lantillian ShipWrights was a small starship designer best known for the GX1 Short Hauler.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Stock Ship" via *TimeTales*, verbatim)
- *Former Imperial pilot Lieutenant Tarn Mison joins the Rebel Alliance.*

  (conjecture based on *Star Wars Customizable Card Game: Special Edition Expansion Set* via *TimeTales*, verbatim)
- *The Empire develops a form of personal shield, using micro-energy technology. However, the technology was very expensive, and prohibited widespread use of the shield.*

  (conjecture based on *In Deadly Pursuit* via *TimeTales*, verbatim)
- *Ander Rendrake contacts Han Solo, who went to the Imperial Academy during the same time, for a way to defect to the Rebel Alliance. Solo asks him to stay in the*

Imperial Navy and serve the Rebellion from within. After much consideration, he consented. Ander uses his communications access to feed data to Alliance operatives whenever he can, and he knows how to keep his actions hidden.

(conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)

- *Jabba the Hutt sends assassins to kill Moruth Doole on Kessel for his part in Han Solo's failed delivery. Doole. Doole begs and pleads, and finally is let go - but with one eye plucked out. He gets himself a droid eye replacement.*

  (conjecture based on *Jedi Search* via *TimeTales*, verbatim)
- *The Twi'lek Ral'Rai Muvunc, a member of the Alliance, serves as the Minister of Supply and Ordnance. It was Muvunc who proposed that privateers be contracted to help augment the Alliance's forces. Among his rationale were the facts that privateers could ambush Imperial and corporate convoys, obtaining supplies for the Alliance without expending Alliance resources. Privateering would also help alienate corporations from the Empire, as lost convoys meant lost profits. Ral'Rai's proposal led to the Far Orbit Project.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Far Orbit Project" via *TimeTales*, verbatim)
- *Tarn Innis, a graduate of the Imperial Academy, is considered too average to ever assume command. He was given a position in the Supply branch of the military, where he eventually earned the command of the Shallow March Supply Post. Over the years since taking this command, Innis developed a network of informants that provided him with incredible detail on logistics of the Imperial Army. He often passed this information on to the Alliance via pirates and smugglers like Talon Karrde.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *The Alliance gains a foothold in the Mortex Sector.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Black Ice" via *TimeTales*, verbatim)
- *Sandrex Olotho was Grand Moff Tarkin's spy in Admiral Fonada's chain of command. After the destruction of the first* Death Star*, she remained within Fonada's command after the Battle of Endor. She was infamous for executing an entire detachment of Imperial troops when it tried to defect to the New Republic.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- A-175*, a Red Star Shipping Action IV transport is highjacked by the* Far Orbit *while running legitimate cargo for Cambrielle SolidState. Her captain, Joh Steen, believed that the* Far Orbit *was an Imperial ship, and agreed to turn his cargo over to Dhas Vedij.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Far Orbit Projects" via *TimeTales*, verbatim)
- *After three years of devastating battles, the Trianii Rangers and the Corporate Sector Authority sign an armistice treaty.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook" via *TimeTales*, verbatim)
- *Trinna Orini, a slightly–built woman, was one of the best sharpshooters to join the Alliance in the wave of enrollments which occurred shortly after the Battle of Yavin.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *Ashii Nermani, a beautiful woman, is considered Imperial HoloVisions's most popular newscaster. She is the first to break the story that Venslas Beeli had become a privateer working for the Alliance. The newsfeed article was part of a plot to draw Captain Dhas Vedij and the* Far Orbit *into a trap laid by the Empire.*

She also broke the story of the capture of Coh Veshiv, although her report claimed that he had been killed in a space accident.

(conjecture based on *Star Wars: The Roleplaying Game*—"The Far Orbit Project" via *TimeTales*, verbatim)

- *Pellas Agri was an agent of House Pelagia who worked as a troublemaker and spy for much of his life. His father had died in a House Mecetti prison, unjustly arrested for a crime he didn't commit. This left young Agri with a burning hatred of House Mecetti. He was attacked by a group of thugs from House Mecetti on Lamuir IV, shortly after the Battle of Yavin. Working under the alias of Coros Telari, he had stolen a datafile from Mecetti, and was hoping to return it to his Pelagia masters. A team of Alliance agents, hoping to meet Trel Modetto aboard the Eternal Hope, were directed to the site of the attack by Janna Pallask. Their efforts in defeating the thugs saved Agri's life. He spent a great deal of time in a bacta, but owed a debt of gratitude to the Alliance agents.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Tapani Sector Instant Adventures" via *TimeTales*, verbatim)
- *A group of Alliance agents had planned to meet with the smuggler Trel Modetto on Lamuir IV, shortly after the Battle of Yavin. They hoped to be able to obtain shipments of bacta to use in treating soldiers injured in battle with the Empire. Unknown to the Alliance agents, Modetto was wanted by House Mecetti, the Void Demon pirate gang, and several loansharks, and he had to flee the area or be captured. The team was sidetracked by Janna Pallask, who purposely misdirected them in order to save Coros Telari. The agents eventually met up with him at the Hungry Herglic, but Modetto was unable to help them obtain any bacta.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Tapani Sector Instant Adventures" via *TimeTales*, verbatim)
- *Shawn Bonduna is recognized aboard a luxury liner, providing new leads for bounty hunters.*

  (conjecture based on *Bounties to Die For*)
- *Oracle Squadron at Oracle Base on Tel III attempts to rescue prisoners from the Caged Animal after the Empire launches an ambush on Alliance forces. The squadron takes 50% losses.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *Lirisa Casti helps sabotage Lant Mining Corporation activities on Demar for the Rebel Alliance.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *Del is assigned to Oracle Base.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *Alliance forces, including Barga, are deployed to Oracle Base.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Flashpoint: Brak Sector" via *TimeTales*, paraphrased)
- *The EAR-1 surveillance device begins widespread criminal and intelligence use.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Edan Base on Edan II is routed by Imperial forces from the* Havoc*. The fleeing Rebels begin guerrilla warfare to win back their position.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Introductory Adventure Game" via *TimeTales*, paraphrased)
- *Trent Jasper discovers he is Force-sensitive. He soon joins the Rebels at Edan Base on Edan II.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Introductory Adventure Game" via *TimeTales*, paraphrased)

- *On Gelgelar, Dorius Drevin, a bounty hunter, poses as a Kooroo pilgrim to capture Loro Ecls. His identity is discovered by a pilgrim, whom he then kills. The crew of the ship that brought Drevin joins with the pilgrims to capture him.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Starport Guide" via *TimeTales*, paraphrased)
- *Rezion, a Sienar Fleet Systems researcher, defects to the Alliance with his daughter.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Platt's Starport Guide" via *TimeTales*, paraphrased)
- *The Empire dispatches stormtrooper Sentinel Squadron to Tatooine to protect Prefect Talmont.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Mos Eisley Adventure Set" via *TimeTales*, paraphrased)
- *Moisture farmer Walt Brennorm joins with a local crimelord on Tatooine (one who hopes to take Jabba the Hutt's place) to stage fake Tusken Raider attacks.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Mos Eisley Adventure Set" via *TimeTales*, paraphrased)
- *Rendric discovers that the Empire is flooding the Outer Rim with Viper probe droids.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *Edan Base on Edan II is routed by Imperial forces from the* Havoc*. The fleeing Rebels begin guerrilla warfare to win back their position.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Introductory Adventure Game" via *TimeTales*, paraphrased)
- *The planet Alluuvia is discovered during an exploration mission funded by Radell Mining Corporation. Its ownership was disputed by the Scourge, a pirate gang who tried to claim it as their own. Radell had send the Gray Griffins to follow up their exploration activities, but they were captured by the Scourge and held for ransom until a group of Alliance agents rescued them. Alluuvia was an ocean world whose waters were dense with metals and minerals that made it toxic to offworlders. Alluuvia was also the homeworld of the Anguilla. The Empire's Imperial Mining Ltd. Tried to establish a mining outpost on the planet, recognizing the concentrations of alanium, doonium, and zersium were enough to fund any operation. The Anguilla, led by Anvar, opposed the Imperial occupation, and with some help from the Alliance, they were able to drive off the Imperial presence. Anyar eventually agreed to allow Radell Mining Corporation to mine the planet, so long as the Ithorian Iych-thae oversaw their work.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Operation Elrood" via *TimeTales*, verbatim)
- *Beckar becomes the Alliance's Commander-in-Chief of the Trax Sector forces. He ordered the disruption of the Imperial collection of foodstuffs on Draenell's Point, in an effort to stall the construction of the Bissillirus Resupply Base.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *Denis Rygelli, known as Reggie to his friends, this young man joined the Alliance shortly after the Battle of Yavin. He was known as a techie, and a whiz with anything that needed to be fixed. This allowed him to be a part of something he believed in, but kept him out of the primary action.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *Negollup, an Aqualish bounty hunter known as Scrapper to other hunters, is part of a group hired by the Empire to hunt down the Alliance agents who were investigating the construction of Bissillirus Resupply Base.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)

- *Hart – and Parn Gorra – Fiolla of Lorrd (known as Fiolla of Lorrd for short), Corporate Sector Authority Auditor General had just exited hyperspace when she receives a Priority X message from the Office of the Prex. She delves into the body of the message, finding to her shock that the Prex's informants have discovered that the Rebels had just destroyed the Empire's Death Star battle station near the Yavin star system. And because the Corporate Sector Authority had an Imperial charter, anything that affected the Empire affected the CSA as well. The message indicated that one rumor placed the fleeing band of insurgents in the Abo Dreth system, which was within Corporate Sector borders. The Prex wanted her to verify that information – immediately. After taking a sleep from exhaustion from being awake for 30 hours, Fiolla awakes to a start by her male prisoner Crell from Commex. She lands her ship, the 'Tydia Rish' on Abo Dreth, a large brown world dotted with hundreds of silver lakes. Fiolla sees an object through her macrobinoculars about three kilometers away, gleaming in the light of the system's yellow sun. "It's a Corellian StarRunner", came a woman's voice from behind her. Fiolla spun around, the human woman before her wore standard spacer's clothing and a breath mask – and had a sporting blaster trained on Fiolla. After bargaining her ship for her life, Fiolla discovers that the mysterious woman is actually after her. Fiolla believes that the woman's boss is Erdin Giblo of Commex, where Fiolla had just infiltrated one of his corporate headquarters not three hours ago. "Hardly. I report to the head of the super – corp that owns Commex," replies the woman. Fiolla starts to wonder how this woman would have known about her last assignment. There were only two people who had access to that information – the Prex himself, Chils Meplin and his assistant. She looked into the woman's eyes. "Akeeli Somerce". "Very good, my ex – Auditor General. The Prex has decided that you and your friend know too much." Fiolla discovers that the rumor about the Rebels is obviously fictitious. "Wait!" Fiolla says, stalling. "I don't understand. What does the Prex have to do with Commex leaking top – level CSA data to the Empire?" Suddenly, Crel, somehow getting out of his binders, hands Fiolla her blaster and Crel and Akeeli both shoot each other. Crel lays dying, and Fiolla notices an ID card fall from his jacket – he is an Auditor General. Finally the circumstances started to fall into place, forming a twisted plot of sabotage and treason – and now attempted assassination. Naven Crel had gone undercover to ferret out a traitor against the CSA, and his investigation had lead him to Commex, which was in turn controlled by the Prex, the second most powerful man in the Corporate Sector. Crel, tells Fiolla in his last dying words to "Get . . . Meplin."*****

  (***Priority X***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Aboard the* Quandary*, Tinian I'att, Sprig Cheever, Yccakic, and Redd Metalflake are passengers, making their way to Silver Station to contact Cheeve's father's aunt, Una Poot, who is a local supplier and area leader for the Rebel Alliance. They still have the parts to the blaster-proof armor that I'att Armaments created and wish to get it into Rebel hands. As they arrive on the station, they must deal with the fact that a group of (possibly Imperial-trained) Ranats calling themselves the Con Queecon have threatened to blow up the station in retaliation for Una Poot eradicating some thieving Ranats a short time earlier. They meet with Una, and Tinian gives her the armor. In return, Tinian wants Una to help her get word of Wrrlevgebev's death to his family. A short time later, Tinian is called to see Una, who is there with the Wookiee bounty hunter Chenlambec. Chen will take the news of Wrrl's death back to their people. Tinian asks if she may apprentice under Chen as a bounty hunter, but Chen declines. Later, Tinian finds one of the Ranats' bombs and stops a few of the Ranats. In doing so, she is wounded, but in*

the medbay, her heroism causes Chenlambec to change his mind about possibly taking her on as an apprentice. They go to his ship, the Wroshyr *to see how fast she can learn, and to see what she already knows. Elsewhere on Silver Station, Day Azur-Jamin, Tinian's supposedly dead soulmate, has arrived with Toalar Yalom and Woyiq, the Rebels who saved him from the wreckage of I'att Armaments. Daye is in dire need of medical attention, and, after they see Una, he is rushed to red bacta treatment. When Tinian awakens from falling asleep on the* Wroshyr*, Silver Station is about to be attacked by Imperials who tracked Toalar, Daye, and Woyiq to the station. Tinian, having decided to go with Chen and knowing that the others made it out already, works with Chen to help save their butts. Inside Silver Station, Daye is taken from bacta treatment by his Rebel comrades and raced to Una's ship. They escape, and as they do, Una tells him that Tinian (whom she had told had been there, but hinted that he should remain dead to her to be part of the Rebellion) has escaped as well. Daye thinks that their days helping the Rebellion may be over now that Silver Station is gone, but Una assures him that they will live to fight another day, and someday, the Empire will fall.*

(***To Fight Another Day***)

- *In the Maelstrom Nebula, Celia "Crimson" Durasha arrives at Oasis where she spends some time trying to sort out her life. Deciding she can't stay on Oasis any longer, she stows away aboard Kaj Nedmak's* Tryan Kajme*. Shortly after leaving Oasis, Kaj discovers her and takes her on to work in exchange for passage. The two soon grow as partners.*

  (conjecture based on *Crimson Bounty*)
- *The Emperor establishes the Imperial Storm Commandos, who begin training under Crix Madine.*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #4)
- *Tanda Marelle of* Galactic Resorts *reports on preparations on Lamuir IV for the annual Priole Danna Festival, to take place in seven standard weeks. (Exact date of report via* Galactic Resorts*: 35:5:27 i.e. 27 Nelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #3)
- *Devidia Vennsiol is spotted in the Core.*

  (conjecture based on *Bounties to Die For*)
- *Vooz Nooxoo Una kills three Imperial officers and is pursued into the depths of Coruscant by stormtroopers, only two of whom survive the encounter.*

  (conjecture based on *Bounties to Die For*)
- *On Kyrouac, a Rebel representative is set to meet with a local government official as part of the ongoing use of Kyrouac as a transfer point for food to the Rebel Alliance. A local Force-sensitive Jedi-pretender, See-eh-sel Danenberger (CSL), notices that a large load of grain has recently been prepared for transport, but the transport is in an unusual restricted area and, shockingly, surrounded by stormtroopers. It looks as though the Empire has struck a deal with the Kyrouac government and is about to betray the Rebels. CSL races to where the Rebel and the government official are meeting and reveals the betrayal. The Rebel leader knocks out the official, and the Rebels, with CSL as well, race back to the guarded transport, where they fight their way through the Imperials and escape from the planet with their grain. See-eh-sel Danenberger is now a Rebel.**

  (***Alone Against the Empire***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *A group of Rebels makes a raid on the formerly secret Imperial prison planet Branth. In the assault, they release various aliens from imprisonment, including a*

*large number of Wookiees, for whom the Imperials originally engineered the facility after its original purpose, droid production, fell on hard times.**

(***Wookiees Amok***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *On the asteroid G'aav'aar'oon in the Vodilux Cluster, a group of Gamorrean nuns have set up a convent where a Jedi fortress stood before the Clone Wars. It has come to Darth Vader's attention that the asteroid seems to have an unusually powerful connection to the Force, as people who go the asteroid hurt are usually healed quickly. When Imperial forces in the region begin to pull back in the wake of the Battle of Yavin, Vader and the Empire form a plan to turn the nuns toward the Empire and away from the Rebel Alliance, who could use the asteroid to help boost the powers in their own Force-sensitives. A team of Imperials infiltrates the convent as Rebels, ordering the nuns to give the Alliance access to the Jedi fortress. When the nuns, as planned, refuse, the Imperials kill the nun leader, Grotrugga. Grotrugga, though, becomes one with the Force and begins appearing to the other nuns, revealing the deception, and to the Imperials, lecturing them in the evils of the Dark Side. As a result of this encounter, the team is never quite the same again, and the convent sides with the Rebellion, so long as the convent is not armed. While the Empire will continue to try to take the asteroid, all further assaults are met with mysterious failures . . .*

(***The Nuns of G'aav'aar'oon***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *A group of Rebels heads for Geric IV to take supplies to the Rebels there. En route, the ship's hyperdrive malfunctions, requiring them to crash on a unknown moon. After searching the moon, they discover that it is the location of the old Tembora Research Station, where scientists during the Clone Wars worked to perfect warrior droids of the KLR line. When they perfected the KLR-B1, the first model killed everyone in the facility. The droid now harasses or kills anyone arriving on the moon. The heroes barely manage to survive the droid's assaults, but their success brings valuable weapons technology information to the Rebellion.**

(***Rogue Metal***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *A group of Rebels is forced to stop and repair their ship on Muurgah, a planet known as a starship graveyard. While repairing the vessel, they come upon R2-D6. The droid had been aboard a Rebel Y-wing scouting pirate activities in the area when the Y-wing was blasted. The ship was taken and sold, then finally scrapped on Muurgah. When the Rebels finish their repairs, they take R2-D6 and the information on pirate activities (albeit a bit old) back to the Alliance.**

(***Buried Treasure***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Reginard Base, a Rebel installation, is infiltrated by a traitor who releases the triflexia virus within the base. The virus alters blood vessels to provide a gruesome death, but luckily the Rebels on the base manage to find the traitor and quarantine the virus before it can spread beyond the base.**

(***Death by Triflexia***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *A group of fringers comes upon a derelict starship that dates back to the Clone Wars. Upon entering, they discover a broken bio-hazard unit, which has spread a virus around the ship that comes in both airborne and "ooze" forms. Luckily, the virus is relatively primitive by modern medical standards, but the situation goes to reinforce the fact that there is far more forgotten in the galaxy than we'd care to imagine . . .**

(***Pandora's Box***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *The Imperial Enforcement DataCore updates a list of bounties for those with an Imperial Peace Keeping Certificates. This service, provided by the Imperial Office of Criminal Investigation provides, in this update, information on MI-726, Devidia Vennsiol, Stormtrooper X, Drooto Sploonore, Vooz Nooxoo Una, Subject 4D668493X, Reerookachuck, Traggissk Reosss, Skawn Bonduna, and Scranton Toon.*

  (***Bounties to Die For***)
- *Two Eirrauc traders, Daushoroc and Tamoss arrive on Tatooine, seeking to find a lost starship, the* Athallian Messenger*. In their trek, they come across a group of Tusken Raiders and barter water for the ship's location. They leave, realizing that they and the Tusken Raiders share a common trait; they just want to be left alone.*

  (***Wanderer of Worlds***)
- *Platt Okeefe is set upon by bounty hunters while on Tatooine negotiating a cargo hauling deal with Sovar. She has to make a quick escape, which fries her ship's drives, forcing* Pak's Demise *to crash into the Dune Sea. Seeing that the ship is infested with scurriers and that a storm is brewing, Platt escapes from the wreckage on a domesticated ronto that was lost in the same area. Unfortunately,* Pak's Demise *is apparently never recovered. Platt needs a new ship.*

  (***Sandbound on Tatooine***)
- *Darth Vader has decided to seek out the man who destroyed the* Death Star*. On Centares, he and a being known as Ban Papeega interrogate a Rebel pilot who had come to Centares to spread the word of the* Death Star*'s destruction. The pilot offers up the name of the man who destroyed the station—Skywalker. Before Vader is told what the name was, an alien named Mala Mala, who witnessed the interrogation and heard the name, leaves the area after being teased. Vader then learns the name and is enraged. It is* his *name that the man who destroyed the* Death Star *bears. On Yavin IV, the disgruntled pilot Jal Te Gniev is angry that Luke Skywalker is a hero, which he, who had to sit out of the Battle of Yavin due to a case of measles, has flown more missions, but is not yet a hero in the eyes of others. He takes off in an X-wing in a fit of anger and crashes just outside the temple, but survives. On Centares, everyone who witnessed the interrogation and could have heard the name "Skywalker" is executed, except Mala Mala, who manages to give the pilot an honorable death before escaping. On Yavin IV, the Rebel Alliance leadership council determines that Jal is a threat to them, and their secrecy, so Jal is reassigned to Dubrava, where he will be a recruiting liason. In the meantime, General Jan Dodonna has a mission for Luke. Shortly thereafter, Jal is approached on Dubrava by a boy named Bobek who wishes to join the Rebels. Jal patronizes the boy and breaks his hopes. Jal then tries to drown his sorrows in liquor, and while doing so accidentally tells Sarma, a local woman, that "that Skywalker greenhorn" is on a mission to Jazbina. Recognizing the name "Skywalker" as one on a recent bounty list, Sarma goes to the bounty hunter Nevana and trades the location for an erasure of her father's debt to Nevana. On Jazbina, Luke is greeted by Lord Prepredenko, who seems to be sympathetic to the Rebellion. He wants Luke to help rescue his daughter, Syayna, who was kidnapped. On Dubrava, Sarma is killed for her knowledge, and Jal almost is, but Bobek saves his life by taking a blast for him. Jal knows that now Vader must be going after Luke on Jazbina, so he purchases a used Z-95 Headhunter and leaves for Jazbina. On Coruscant, Vader reports to Palpatine (finally) and hides the fact that his quarry has the same last name. Vader is then informed of the Jazbina lead and leaves immediately. Elsewhere on Coruscant, near the palace, Mala Mala arrives and prepares to infiltrate the palace. On Jazbina, Luke heads into a mine with journalist droid 3DVO and Choraw, an elderly guide, in order to find Syayna. Choraw lets himself be killed by a tikulini (like a giant worm), and Luke fights the tikulini, stumbling upon Syayna and her*

"kidnappers." Upon seeing (via 3DVO) Syayna and her "captors," Prepredenko orders 3DVO to drug Luke, and Prepredenko's guards take Luke and her "captors" hostage. They are not her captors at all, however, as she was not kidnapped, but escaped to join them. They *are the Rebel underground on Jazbina, and now Luke has gotten them caught. Soon, Darth Vader arrives at Jazbina. Jal arrives as well, and the race for Skywalker is on. Vader wishes Luke to be captured alive, but when Prepredenko asks what Vader's message is, 3DVO tells Prepredenko that Vader wants Luke dead. 3DVO is not happy with being used to capture the Rebels, and he knows that Prepredenko will be killed for killing Luke. Shortly thereafter, Syayna goes with her father to kill Luke, but she blasts him with a stun setting, convincing her father that he is dead. As Syayna frees Luke and the other Rebels Prepredenko meets with Vader, informs him of Luke's "death," and Vader is furious. On Coruscant, Mala Mala is captured invading the palace and taken to the Emperor. Back on Jazbina, Prepredenko is imprisoned and tortured, but thanks to a feed from 3DVO, the entire planet sees his heartfelt message to Syayna when he confesses his mistakes and tells her he loves her. 3DVO is then destroyed by stormtroopers. The Rebels determine that they must get Luke off of the planet, and they break into the hangar where Luke's X-wing is stored, only to find that Jal has already killed the guards himself. Vader arrives, though, and they are to be arrested and/or killed. A horde of angered citizens arrives, though, causing a standoff. Jal jumps in the X-wing and charges up to Vader's Interdictor cruiser, which he destroys (along with himself) in the memory of Bobek. Seeing the explosion of the Interdictor from the surface, Vader relents and stalks away, as his stormtroopers are defeated by the citizens. The situation on Jazbina will soon be one of Rebel sympathy and a kinder leadership. On Coruscant, Mala Mala has told Palpatine that the man who destroyed the* Death Star *is named "Skywalker," and she has been given parts to build new droid friends in return. Mala Mala leaves, satisfied with the arrangement, and Palpatine sits amused, planning to greet Vader on his next visit by using Vader's true name, Skywalker.*

(***Vader's Quest***)

- *For his failure at Yavin IV, Darth Vader's right hand is severed on Palpatine's orders. The hand is replaced by yet another artificial body part.*

  (conjecture based on the *Dark Force Rising*)
- *Cynabar's InfoNet reports on the growing smuggling trade around Ralltiir in light of the blockade. (Exact date of report via Cynabar's InfoNet: 35:6:16 i.e. 16 Helona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #3)
- *At the Rebel base on Yavin IV, Han Solo is frustrated that the reward money he returned to the Alliance is being used to fix ships other than the* Millennium Falcon*. When he overhears C-3PO, R2-D2, and Q-7N talking about the treasure of the ancient fortress, Han and Chewbacca take off for the fortress. Leia Organa and Luke Skywalker learn of Han's actions and Leia prepares to arrest him for the theft of the treasure. At the fortress, Han and Chewie arrive and defeat a four-armed guardian droid left by the pirates who stashed the treasure. As Leia, Luke, and the droids arrive at the fortress to catch Han, he and Chewie escape in the* Falcon *and head for Dennogra to meet Sprool the Trader. On the planet, Han must kill a bounty hunter in self defense and then meets with Sprool. He trades one of the two boxes of the treasure of the fortress to Sprool for 500,000 credits, and tells Sprool to take the other box to Jabba the Hutt, in an attempt to get Jabba to call off the bounty on Han's head. They leave for Yavin IV, where, unbeknownst to them, Leia is preparing to arrest them on sight. Upon arrival, Han and Chewie are met by Rebel guards, but reveal that the 500,000 credits is for the Alliance, so that they have the money necessary to get a head-start on*

rebuilding the Rebel fleet, starting with a new squadron of X-wings. Leia is impressed and speechless, and Luke thinks Han did it just to impress Leia and make him look bad for not helping. On Tatooine, Sprool delivers the treasure box to Jabba, who receives it graciously, but refuses to call off the bounty on Han.

(***The Rebel Thief***)

- *Luke Skywalker, Han Solo, Leia Organa, and R2-D2 leave Yavin IV with their newfound credits and head for a secret Incom facility run by Vors Voorhorian, the designer of the X-wing, who escaped when the Empire took over Incom. Upon arriving at the coordinates they were given, they receive an advertisement for "Gears" Gilhooey from a beacon that then self-destructs. They head for the coordinates given on the beacon, but are followed by several TIE fighters. They arrive on a backwater world and meet "Gears," only to have Han discover that he is actually Voorhorian. He reveals to them a storehouse full of X-wings . . . or so it seems. When R2-D2 analyzes the starfighters, he reveals that they are hollow shells, fake X-wings. Luke, Han and R2-D2 fight their way to where Leia and Vors are meeting and reveal the fake X-wings, only to learn that they were merely for cover, since the* real *X-wings the Alliance intends to purchase are located out in space for safe-keeping. As they prepare to leave to get the starfighters, the TIE fighters finally arrive, having tracked the* Millennium Falcon *to the planet. They escape the TIEs and make their way to a derelict freighter which in fact houses the X-wings. Just as they are shown the ships, though, the TIEs appear on the scene to attack yet again. Han takes the* Falcon *to distract the TIEs as Luke and the others try to get the derelict operational. They manage to get the visual scanners online, but when they get the weapons online, the visuals fail. Luke uses the Force to "see" the battle outside and fires the cannons at just the right time, destroying the TIEs. The rebels use a tractor beam to haul the derelict and its precious cargo back to Yavin IV.*

(***X-wing Marks the Spot***)

- *As the Rebels on Yavin IV ferry in the X-wings from their recent transaction with Vors Voorhorian, Han Solo manages to get Leia Organa to actually* sleep*. As she sleeps, the starship* Bail Organa*, full of Alderaanian refugees, arrives at Yavin IV. They decide to wait until Leia awakens to introduce them to her. Shortly thereafter, Luke is informed that the Rebellion's navcharts and list of possible base sites have been rifled through, meaning there must be a spy on Yavin IV. Sure enough, just as they are discovering the existence of the spy, that very spy is informing Darth Vader that the Rebel Alliance group on Yavin IV would be easy to defeat with an Imperial strike force. When Leia is awakened to deal with the security breach, she is outraged that Han let her sleep when the Alderaanians arrived. She meets with the group of refugees and meets her old friend Darlen among them. She then stalks off to confront Han, saying that Han is the most likely spy due to his needing money, untrustworthy nature, and having sent her to bed—out of the way during the time when the files were broken into. Han escapes with Chewbacca in the* Millennium Falcon*, leaving Leia and Luke to look for transmissions from the* real *spy, while Han, their decoy, searches for transmissions in space. Han finds a transmission and when they triangulate the location, Luke and Leia arrive to find the spy—Darlen. Well, not exactly. A fake transmitter was set near Darlen and when she and Tolok (who are secretly married) met near it, the real spy was able to send a signal. Han attacks the spy in a sentry tower, but the spy escapes. Elsewhere, Darth Vader prepares to attack the Rebels on Yavin IV. As the Rebels prepare to evacuate Yavin IV, Luke attempts to bluff the real spy out of hiding by saying that by touching the transmitter, he can "feel" who the spy is. The spy, Rogor, attacks him and escapes in a damaged X-wing, crashing back to Yavin IV's surface. The Rebels escape into hyperspace. While in hyperspace, Darlen informs Leia that she is*

pregnant—Alderaan's legacy continues to live on. On Yavin IV, Darth Vader arrives, much to the regret of Rogor, who is to be punished for his failure.

(***Imperial Spy***)

- *Knowing that they do not have a suitable new base yet in operation, the Rebels return to their base on Yavin IV on the assumption that now that Vader has been there, seen no Rebel activity, and left again, they will be relatively safe from prying Imperial eyes. **

(conjecture based on *Imperial Spy*)*

***NOTE: This is apparently how the whole evacuation contradiction is being written off. We see the Rebels evacuate *twice* in print, in *Imperial Spy* and *Classic Star Wars: Escape to Hoth*, so this is the explanation currently being offered to clear that up. Personally, I find it rather sloppy on Mike W. Barr's part (or the part of whomever allowed him to write an evacuation story in the first place) to not have taken the time to check for previous Official evacuation stories, but this explanation fixes the continuity error rather well, even if it *was* created after the fact.**

- *En route to Coruscant, Boba Fett stumbles across a derelict ZZ class freighter called the* Mingula. *He boards, taking one of his prisoners, Tsumo, with him as cover. Aboard the ship, they find a sarcophagus holding Volpau, third cousin of Emperor Palpatine, who died on Ubuuga of unknown causes and is on his way to Coruscant for incineration. They then learn what killed the crew: fleshborers, a type of insect that bores beneath one's skin, poisoning them to the point of death, and then burst from the skin. Tsumo is killed on the ship, but Fett manages to escape to* Slave I *with Volpau's jewel-covered crown before the* Mingula *destructs. Luckily, his Ubuugan captive in another of his cells is of a species that considers fleshborers a delicacy and has a natural immunity to the fleshborer's toxins. The prisoner eats the rest of the fleshborers that made it onto the ship, and Boba Fett sets course to continue back to Coruscant.*

(***Boba Fett: Salvage***)

- *On Yavin IV, Trux Zissu is preparing to leave for Delantine, where he is supposed to serve as governor. He is to take the* Timespan *to Delantine, along with his son Stuart, C-3PO, R2-D2, and 4B-X. Stuart, who is quite good at space poker, tries to steal an azurite crystal to bring along in order to gamble on Delantine, but he is caught and has the large crystal taken away. The group leaves, but upon arriving near Delantine, they are attacked by an Imperial ship. They are boarded and Trux orders Stuart and the droids into the escape pod and they escape without him. They need to get to either Delantine (to save Trux, though the planet may be taken over by Imperials) or to Romm to link up with the Rebels there. They cannot make it that far, though, and they must make an emergency landing on an unknown planet (Da'nor). They land safely and review a holographic message from Leia, intended for Trux. It appears that he was* supposed *to escape from the* Timespan*, making it look like he was killed or captured, so that he could link up with the Rebels on Romm. Stuart and the droids know that there must be another spy on Yavin IV who leaked the information, since the mission was top secret, so they contact Leia and let her know. She orders the evacuation of all Rebels in the system, except a select group on Romm, who will remain to help plan the eventual overthrow of the Imperials in the system. Stuart and the droids are told to go to the nearest settlement within 48-hours, and they intend to start the next morning.*

(***Emergency in Escape Pod Four***)

- *On Da'nor, Stuart Zissu, R2-D2, C-3PO, and 4B-X set out to contact the nearest settlement in the hopes of getting transport to the Rebel cell on Romm. They face perilous creatures, a river, and an improvised hot air balloon ride before they are caught in a tornado, which finds them accidentally damaging the property of the very people they were seeking out. The leader, Granit, plays against Stuart in a game of space poker. If Granit wins, he gets the piece of azurite that Stuart managed to hide from the Rebels on Yavin IV when they confiscated the larger piece he stole. If Stuart wins, they go free. Granit wins and then announces that*

since he won, they are now his slaves, which was never part of the deal. He is joking, though. He informs them that he and a few others were ordered by the Rebellion to remain on Da'nor until finding Stuart and the droids. He is to take them to Romm so they might reunite with the small Rebel force left in the system. The journey will be dangerous, but it is their only choice.

(***Journey Across Planet X***)

- *Stuart Zissu, C-3PO, R2-D2, and 4B-X make it to safety and back to the Rebel Alliance.*

(conjecture based on post-*Journey Across Planet X* events)

- *Coruscant Daily NewsFeed reports that Canna Omonda, former Chandrillan senator and protégé of Mon Mothma, after having spoken against the Emperor after the disbanding of the Imperial Senate, has been taken into custody and sent to Inquisitor Halmere. While under Halmere's "care," Omonda confessed to Rebel activities and gave up the names of his Rebel contacts. Omonda is sentenced to death. (Exact date of report via Coruscant Daily Newsfeed: 35:7:10 i.e. 10 Melona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #4)

- *On Faldos, Luke Skywalker, Han Solo, Leia Organa, C-3PO, and R2-D2 are attacked by bounty hunters looking to cash in on the Imperial and/or Hutt reward(s) for Han Solo. In their escape, Han discovers Grubba the Hutt, Jabba the Hutt's nephew, being held by kidnappers. He takes Grubba with him as the Rebels escape, hoping to turn him over to Jabba as an act of good faith. On Tatooine, Prefect Eugene Talmont has hired Dengar, Eron Stonefield, and Udin (all bounty hunters) to capture Han Solo when he arrives (as expected) to pay off Jabba. Talmont is in it to get himself a better post, but the bounty hunters are simply in it for the payoff (with the added bonus of revenge for Dengar). The hunters head for the Jundland Wastes and await sign of the* Millennium Falcon *heading to Jabba's palace. They think that they hear and see the ship heading that direction and one of the hunters heads out in a dewback to make sure. The hunter eventually tracks the ship to what appears to be a B'omarr outpost. Inside, the hunter encounters Brain Spiders and meets the disembodied brain of K'vin, who informs her that the B'omarr monks are a splinter group from their* real *religion, the Most Perfect Order of K'vin. K'vin asks the hunter to kill him, which should lead to greater "enlightenment," The hunter escapes that encounter The hunter finds the* Falcon *under guard by Jabba's goons, but sneaks aboard and kidnaps Grubba. The hunter cannot get to Solo himself, but Grubba just might work as bait to bring Solo to the hunters. The hunter escapes, nearly being killed by krayt dragons. The Rebels escape to go after Grubba and escape Jabba's wrath, while the bounty hunters take Grubba to Udin's homeworld, Kubindi, where they will lay in wait of Solo.**

(***The Hunt for Han Solo***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the bounty hunter." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *On Tatooine, Han Solo, Luke Skywalker, Leia Organa, R2-D2 and C-3PO discover that Grubba the Hutt has been taken to Kubindi, to the Silver Forest of Dreams, ruled by Queen Zabin. The Rebels head for Kubindi. Also heading for Kubindi is* Punishing One*, carrying Dengar, Eron Stonefield, Udin, and the captive Grubba. Grubba is winning sabacc hands with the hunters left and right, winning percentages of the price Jabba will pay for his safe return or the Solo bounty. The hunters arrive on Kubindi and go into hiding with Udin's hive, while the Rebels also arrive and are guided by Bizzin Uz to the Silver Forest of Dreams. In several*

speeders, they head out, only to be attacked by various insect-like creatures bred on Kubindi. One Rebel (in a speeder with C-3PO) is separated from the group. The Rebel is forced to slow down due to terrain and getting their bearings. Suddenly, a flying creature picks the Rebel up and carries the Rebel to its "nest." The Rebel escapes and climbs down the incredibly tall tree, but only makes it half way, to a cave, or sorts, in the tree. The Rebel makes it through the "cave" to another side entrance and yells to C-3PO, who tells the Rebel that there is a spyderweb below that can break the Rebel's fall if the Rebel needs to jump to make it down safely. The Rebel does so and they take off after the others, only to find the speeder's abandoned, Bizzin Uz dying in a spyderweb, and the others captured by Queen Zabin's hive. The Rebel makes it through part of the hive, but is caught in the detention area. The Rebel is taken to Queen Zabin and Zabin offers to let the Rebels go free if the Rebel can make a wonderful dinner dish from the Kubindi foods nearby. The Rebel manages to pull off this rather odd request, and they are allowed to go free. The bounty hunters have already taken Grubba from Kubindi however, so they leave free, but without their original goal fulfilled. As the Rebels try to figure out where to go next, the bounty hunters head for Ithor and the herdship Tafanda Bay*. The ship's commander, General Olan Dewes, owes Udin a favor, and Udin intends to collect with sanctuary. The chase continues.**

(***The Search for Grubba the Hutt***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Luke Skywalker, Han Solo, Leia Organa, C-3PO, R2-D2, and Momaw Nadon arrive on Ithor on a mission to return Nadon to the planet and to find Grubba the Hutt. They pretend to be bringing Imperial Master Torturer Vengnar Heiff to the* Tafanda Bay*, but soon learn that the Imperials were actually expecting him. The Rebels land and make their way to the Oracle, a Force-sensitive Ithorian, who confirms that Grubba is aboard the herdship. Momaw Nadon and one Rebel make their way aboard the* Tafanda Bay*, encountering Imperials and Ithorians serving them. One such Ithorian is Boma Inondo, former student of Nadon, whom they are forced to kill. The Rebel and the Ithorians begin a revolt against the Imperials. The Ithorians win the day, with the Rebel killing Sir Heiff and finding Grubba, although the bounty hunters escape. At about the same time, a Rebel fleet enters the system and drives off the Imperials in orbit. Reunited, the Rebels decide to return Grubba to Jabba on neutral territory and head for Togoria.**

(***Ithorian Invasion***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *The Rebels arrive on Togoria and head for Caross to meet with the local governmental head, the Margrave-sister. The bounty hunters follow them to Togoria in Dengar's* Punishing One*, but the ship is damaged in a scuffle with the Rebels and they must eject. The ship survives, but is in need of repairs. One of the bounty hunters meets Fassool and his Togorian war band and allies with them to retrieve Grubba, pretending that Han Solo and the other Rebels are kidnappers. They make their way to Caross and the bounty hunter makes it aboard the* Millennium Falcon*, subduing the Rebels. Once in space to meet with an Imperial ship to collect the bounties on the Rebels, one of the bounty hunters, Eron Stonefield, has second thoughts, but it is too late to change course. The hunters are paid and the Imperial vessel speeds away. It is only upon returning to Jabba the Hutt's palace to return Grubba that they learn that the ship was*

*actually a Rebel transport. The Rebels are safely with the Alliance again. Eron can't help but feel relieved.**

(***Togorian Trap***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the bounty hunter." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *The Victory-class Star Destroyer* Decimator *arrives in the Kleeva system at Boonda the Hutt's Moon, under the command of Admiral Groot and Captain Plevin. They are there to pick up droids from Boonda (who is actually a legitimate businessman these days). Before they can, though, the droids on Boonda's Moon revolt, led by 12-4C-41 (Wuntoo Forcee Forwun). The droids had already killed Olag Greck, and nearly succeed in killing Boonda. Once the droids make their way aboard the* Decimator*, pretending to be filling the original droid order, they run amok, taking over the ship. The Imperials, including a soldier assigned to Groot and Plevin for their protection, escape to the moon where they meet Boonda and learn of the revolt. They destroy Boonda's factory, but not before Forwun and the other droids can take a storage compartment aboard the* Decimator*, filled with battle-ready ASP droids. The droids are ready to take on living lifeforms, but before they can do this, they must take over Vactooine as a production facility. Even before that, Forwun has business to conduct on Tatooine. They set course, and the* Decimator *leaves the Kleeva system under its new commanding officer, 12-4C-41.**

(***Revolt of the Battle Droids***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the soldier." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *The Victory-class Star Destroyer* Decimator*, now under the command of 12-4C-41, diverts from course to Ventooine to make a stop on Tatooine. Forwun wishes to seek out the evil droid EV-9D9 and destroy her at Jabba's palace. They will set down on Tatooine and go to Mos Eisley to determine the location of the palace. On Tatooine, in the former home of Obi-Wan Kenobi, Jabba's swoop gang, including Big Gizz, Spiker (one of the few Chiss in the galaxy at large, though no one knows this), and Twitch, are rummaging through the hut for anything of value. They must return to Jabba's palace soon, but head for Mos Eisley (more specifically Chalmun's Cantina) for a quick pick-me-up. Soon after their arrival and meeting with several other roughians, they are set upon by Forwun and his minions, who are in search of Jabba's palace. Fearing that the droids mean to harm their rather temperamental employer, the bikers attempt to escape to warn Jabba. Forwun heads for the palace on a swoop and Twitch and another biker soon follow in a speeder. They stop Forwun, but the other biker (not Twitch) is pulled aboard the droids' drone barge along with a now-one-armed Forwun. The biker manages to warn the palace of the incoming barge and then escape. The droids' plot is foiled, but the truth—that they were after EV-9D9, not Jabba—isn't as glorifying as defending Jabba from assassination, so they lie and tell Jabba that the droids were after him. Jabba calls off the bounty hunters seeking Han Solo (for the moment). They have a new target: 12-4C-41 and his droids.**

(***Showdown in Mos Eisley***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the biker." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *On Tatooine, one of the K4 droids defeated by Jabba's swoop bikers is taken to EV-9D9 for "questioning." In space, the K4's commander, 12-4C-41, orders the*

Decimator *to Vactooine. On Zio Snaffkin, IG-88 arrives seeking Han Solo. Word has it that Solo came there recently to see Sprool the Trader. IG-88 soon finds that Boba Fett is also there. Shortly after the two speak with each other, Dengar and Bossk also arrive on the planet. As they exchange testosterone, a message droid arrives and informs them all that Jabba the Hutt has suspended the hunt for Solo and that they should pursue the droids who attacked Jabba's territory and bring back the droid barge intact. The hunters race to their ships and prepare to leave Zio Snaffkin. One bounty hunter manages to disable the other hunters' ships and makes it to Vactooine. The hunter is then confronted by TIE bombers from the* Decimator *and is eventually tractor beamed into the Victory Star Destroyer's docking bay, where the hunter utilizes his ship's escape pod to ram through droids in the hangar. The hunter is captured and taken to a holding cell, from which he escapes after blasting the head off of K-2PQ, close "friend" of Forwun. The hunter makes it to the drone barge and sets its course for Jabba's Palace on Tatooine before escaping in his own vessel. Upon arrival on Tatooine, the hunter fights off Zuckuss and 4-LOM (who want the barge for its bounty) before finally delivering the barge to Jabba.**

(***Bounty Hunters vs. Battle Droids***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the bounty hunter." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *On Tatooine, Jabba the Hutt learns that the barge that carried droids that attacked his people is (or was) owned by Boonda the Hutt. On Boonda's Moon, Boonda, Imperial Captain Plevin, and Admiral Groot set up a communicator. The Imperials are about to leave the system in a* Lambda*-class shuttle when Jabba calls Boonda and informs him that his droids are in the Vactooine system. Boonda tells Groot and Plevin and is taken with them to Vactooine, though Boonda makes sure to be near an escape pod so he can get away from the Imperials at his first opportunity. On Vactooine, 12-4C-41 and his droids have taken over the mining operation and enslaved the miners. Forwun is then met by Olag Greck, who is very much alive. He uses a voice command to override Forwun's programming and retakes control over the plan he set in motion—the takeover of Vactooine's mining operation. Near Vactooine, the* Millennium Falcon*, followed by Rogue Squadron, emerges from hyperspace en route to Vactooine to check on the shipment of materials that never arrived on Yavin IV, only to be fired upon by the Lambda flown by Groot and Plevin. The Imperials' surprise presence enables them to catch all but one of the Rebel ships by surprise and immobilize them, but the remaining Rebel attacks the shuttle. An escape pod is launched from the shuttle, and the pod, the damaged shuttle, and the Rebel in the Rebel's damaged ship, all head for Vactooine surface. On the surface, the Rebel finds the pod and Boonda the Hutt, who the Rebel teams up with to stop the droids on the planet. They come upon the Imperials and destroy their message beacon. After incapacitating the Imperials and tying them to a tree, the Rebel and Boonda head for the mining operation. They are attacked by a probe droid and a wounded Boonda leads pursuit away as the Rebel descends a cliff to the mining area. After several mishaps, the Rebel comes upon a man that is believed to be a miner, only to find that it is Olag Greck. The Rebel is saved as Boonda re-enters the scene in their vehicle, but the vehicle stalls and they are still in hot water. Forwun appears and the truth is revealed to him. Forwun issues an order (via a special transmitter) which pacifies the droids coming to defend Greck, as the Rebel and Boonda subdue Olag Greck and his Gamorrean guard, Xob. The droids have been stopped. The Rebels then reunite. The miners give the* Decimator *to the Rebel Alliance and it appears that Boonda the Hutt is the newest member of the Rebel Alliance. **

(***The Vactooine Disaster***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *While patrolling the Outer Rim, the Star Destroyer* Relentless *comes upon a pirate named Quist. When Captain Parlan orders him killed, Quist bargains for his life with a nice little nugget of information - the whereabouts of the believed - dead Republic tactician Adar Tallon (Father of the Old Republic Navy, who shapes modern Imperial tactics). Parlan puts a bounty out on Tallon (exceeding 50 million credits), while allowing Quist to rejoin his friend - and to act if the hunters fail. Parlan also hires Jodo Kast, a Boba Fett wannabe in Mandalorian armor, to take Tallon out before he can join the Rebellion. An undercover Rebel operative on the Relentless, Dana, contacts a Rebel unit at a space station orbiting the planet Kwenn, where the Relentless is being repaired. Just as she reaches them, she's killed by bounty hunters. As the Imperials declare martial law, the Rebels find a datapad outlining the situation on Dana's corpse. The Rebels rush off the station in the Mon Calamari freighter Alabak's Gold and races to Tatooine, the* Relentless *pursuing them the whole way. The Rebels land at Docking Bay 94 at Mos Eisley, only to meet a hardcase customs officer who hassles them. They explore the city, noting all the bounty hunters who have arrived to capture or kill Tallon. At one point, they hear about the murder of Heff, one of the oldest citizens on Tatooine. They learn he was killed the same way Dana was killed – a poisoned dart in the neck. They retire to Chalmun's Cantina, where they meet Labria the Devaronian. He tells them that an Ithorian named Slag Flats can tell them where Tallon is, and he leads them to her water silo base. Inside is a very dead Flats. Another poison dart, and a note: "Arno's next." The Rebels are suddenly trapped in the flooding silo by bounty hunters. They fight their way out and begin searching for Arno, the only remaining "Oldster" – and the only one who may know where Tallon is. They receive a message from him to meet at Chalmun's. Waiting for them instead is an ambush arranged by Labria. During the fight, one of the Rebels is nearly killed by a poison dart – one fired by Jodo Kast. The Rebels chase the hunters all the way to Jabba the Hutt's townhouse, then the local militia intervenes and blocks their way. Frustrated, they return to the wrecked cantina – and this time, Arno is there waiting for them. He leads them into the Jundland Wastes, a few hours behind Kast and the rest of the hunters. Along the way, they pass a scavenging effort attacked by krayt dragons. Then an abandoned manor, then a religious retreat attacked by more hunters (this group led by Zardra, who had teamed with Kast and Puggles Trodd). The next day brings the Rebels to a smashed moisture farm and a traumatized girl named Reen, who tearfully reveals that IG-72 destroyed her farm and killed her father. Arno takes her back to the religious retreat and gives the Rebels directions to their final destination, Fort Tusken. They find most of the hunters dead along the way – Tallon suspected the Empire was after him, and has proven no easy target. A bantha stampede and Sandpeople attack further slows them down, but they finally make their way to Tallon's besieged camp. As they try to convince Tallon of their good intentions, Quist reveals himself to be a traitor as he brings in the surviving hunters and takes Tallon's wife hostage. The Rebels fight the hunters to the death (Kast and Quist escapes, and Tallon's wife is freed) and takes Tallon with them to Mos Eisely as the Relentless arrives. They find the town in uproar and the local Prefect waiting for them at Docking Bay 94 with a platoon of stormtroopers. Suddenly IG-72 shows up, mowing down the Prefect and troopers to get at the Rebels itself. After defeating the droid (which self-destructs, damaging the Gold), they rush off Tatooine to find the Relentless and TIE Interceptors waiting for them. After a*

*desperate chase, the Rebels escape and deliver Tallon to the Alliance. Darth Vader executes Captain Parlan for his bungling.**

(***Tatooine Manhunt***)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *After snatching away Nil Posondum from under the noses of fellow bounty hunters Bossk and Zuckass, Boba Fett brings him to Kud'ar Mu'bat. Mu'bat then offers Fett an interesting proposition—join the Bounty Hunters' Guild and destroy it from within. Unaware that this mission is being orchestrated by Black Sun's Prince Xizor, Fett accepts the proposal and is welcomed into the Guild by its elder members, much to the chagrin of the younger members. The Guild quickly begins to divide into two camps—older and younger. Xizor has planned on this, and he informs Emperor Palpatine that this intra-guild conflict will act as a form of natural selection, leaving only the best bounty hunters to serve the Empire. A short time later, Boba Fett and D'harhan go after a new bounty—Oph Nar Dennid. Upon tracking him down, they find that the Hutts who held him have already killed him. In the ensuing conflict, the killer is killed himself, but D'harhan and Bossk (an unwelcome participant) are also killed. (At least, it seems Bossk is killed.) Apparently, this is all just what Bossk's father, Cradossk (head of the Guild) wanted—the first step in a major intra-guild purge. He didn't count on Bossk surviving, though, as his soon re-emerges and murders him. Battle lines within the Bounty Hunters' Guild have been drawn . . . (To be continued below . . .)*

(***The Mandalorian Armor***)

- *As Prince Xizor's plans to "reform" (we'll use the term* very *loosely) the Bounty Hunters' Guild to his own desires proceeds as planned, Kud'ar Mu'bat is approached by members of the True Guild and Guild Reform Committed (the politically correct terms for the two warring Guild sides), and decides to play both sides against themselves, pledging his loyalty to both. Soon, Boba Fett, Bossk, and Zuckass team up (somewhat reluctantly) to take down Trhin Voss'on't, a former stormtrooper who has defected to the Rebel Alliance with sensitive Imperial information. They end up finding him, only to have the tables turned on them. Oh, he's captured, alright, but it's one of the hardest captures these hunters will ever make. Little do they know that Voss'on't was under orders from Palpatine himself, specifically to cause the kind of stir that would set the bounty hunters into chaos and conflict, pretty much abandoning their original two-sided conflict for a free-for-all. Now that Voss'on't is captured, the hunters who went after him are free to battle amongst themselves over their particular sides in the Bounty Hunter War. Bossk wants to kill Fett, and Fett wants to kick Bossk's ass, etc. Fett manages to get rid of the others, though, and proceeds to Mu'bat with Voss'on't, unaware that Xizor (who wants to kill Fett personally) is planning an ambush . . . (To be continued below . . .)*

(***Slave Ship***)

- *Xizor, plotting with an independent system of Mu'bat, Balancesheet, awaits the arrival of Boba Fett, all the while plotting to help install Balancesheet in Mu'bat's place, which suits his purposes, not just Balancesheet's. Despite Voss'on't's warnings that he is walking into a trap, Boba Fett takes* Slave I *out of hyperspace near Mu'bat's web (it's kind of a web-like intelligence. You'd really have to read the book to get it. It's not the strangest thing Jeter uses in his story, but damn close.). There, Fett is attacked by Xizor and can barely limp his ship away. He does manage to get* Slave I *between Xizor's* Vendetta *and Mu'bat's web, however, which prevents Xizor from firing on him for fear of destroying Mu'bat. Of course, that doesn't matter all that much because Fett continues his descent and crashes straight into the web, which causes it incredible harm. Fett then tries to get Mu'bat to pay the bounty on Voss'on't, only to learn that it was Xizor who put out the bounty, not Mu'bat, and that it was Xizor who orchestrated the disintegration*

of the Bounty Hunters' Guild. Highly pissed, Fett confronts Xizor, but refrains from killing him when he professes to not want to kill Fett, only Mu'bat. Fett leaves as Xizor destroys Mu'bat, but not before good ol' Balancesheet can take half of Fett's bounty for Voss'on't to pay his own outstanding debts. Pissed again, Fett vows to get back at Balancesheet one day, but continues away from the web in his battered Slave I*, waiting to take his revenge another day. (To be continued below . . .)*

(***Hard Merchandise***)

- *Dirk Harkness and his girlfriend, Chessa, are loading some supposedly routine cargo (which is actually bound for the Rebellion) onto the ship they serve on, Captain Beezrul Granf's* Colders Watch*, when stormtroopers arrive and try to search the cargo. Chessa fights back, and Dirk can't do anything but watch as the stormtroopers kill her. He kills several of the troopers and escapes to a local bar, where he is approached by Rebel contacts who were there to meet Chessa. The Rebels are General Corros and Captain Franco. They recruit Dirk into the Rebellion and he begins working as a mechanic at the Rebel base on Reginard. (To be continued below . . .)*

(***Chessa's Doom***)

- *In attempt to kill Moff Jellrek, Jai Raventorn is nearly killed when escaping from a group of Imperial troops. When she makes it back to her ship, the* Doomsayer*, she finds a thermal detonator in her seat. She leaves the ship quickly, only to be attacked by the bounty hunter Beylyssa. Jai and Beylyssa fight, and during the scuffle, Jai receives what will become her trademark scar from Beylyssa's blade. Jai activates one of Beylyssa's thermal detonators and* might *have killed her when it went off. Jai is unsure. Jai re-enters the ship to see that the detonator in her seat was a fake. She escapes the scene before any more Imperial troops can arrive. (To be continued below . . .)*

(***Explosive Developments***)

- *The Imperial base on the planet Shadren V is destroyed by the Rebel Alliance.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 10: Bounty Hunters" via *TimeTales*, abridged)
- *Emperor Palpatine travels to Korriban, home of the graves of the ancient Sith Lords. On this particular visit, he demands dark side knowledge from the spirits, and enrages them. His Hand, Jeng Droga, rescues him from the Sith ghosts. Palpatine is left badly weakened, however, and returns to Coruscant to recuperate while Droga goes on to Byss to secure another clone body for him.*
  (conjecture based on *The Emperor's Pawns* and *Darth Vader's Return* via *TimeTales*, verbatim)
- *Princess Leia rewards Han for his efforts in the previous mission with 20,000 credits. But he still needs 205,000 more to pay off Jabba. With General Dodonna having called off the search for Vader, and Luke helping search for a new base world, Han suggests taking Leia along on a gambling vacation to Ord Mantell.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Scoundrel's Luck" via *TimeTales*, verbatim)
- *Just when he needed her most, Lady Luck has run out on Han Solo. His attempts to build the 20,000 from Leia into enough to pay off Jabba has backfired in the casinos of Ord Mantell. Giving up after he's down to 6,500, Han's suddenly pulled aside by a droid sent from an "Alfreda Goot." Goot wants Han to race her to Tatooine – and to make sure he does, she's taken Leia hostage!! Han chases the droid all the way to the planetary environmental control facility, where it ends up getting smashed to bits by machinery – but not before giving Han a clue as to a person who outfitted Goot's ship, Cabet Lom. The Twi'lek takes 2,500 from Han, then provides a description of Goot (wears a mask and wig) and of her ship. Han and Chewie take off for Tatooine. Taking a shortcut through the Mon Torri system, Han comes upon the Star Destroyer* Eradicator *attacking a Corvette. Han moves*

to help, figuring "any enemy of the Empire is a friend of mine." He's surprised to find Imperial markings on the Corvette. He takes out some TIEs and a spacetrooper shuttle and boards the Corvette, to find a group of deserters led by one Captain Sodarra. They insist on taking along with them a large crate. With that aboard, the Millenium Falcon *is chased by the* Eradicator *(commanded by Governor-General Vellam) into the atmosphere of Mon Torri. The freighter crash-lands into an icy valley…The* Millenium Falcon *is hidden under the snow, as a recon patrol closes in. Han and the deserters work together to take them out, then Han receives a message from Goot. Surprisingly, she offers repair parts for the ship – "I want to beat the* Millenium Falcon *to Mos Eisley, not to destroy it." As they repair the ship, Sodarra explains that the "cargo" is a prototype compact cloaking device. Han begins to wonder about Alfreda's identity – and he's starting to get a very bad feeling he's having a joke played on him. Is Leia Alfreda Goot? At any rate, the* Millenium Falcon *is soon back on its' way, chased through a comet by the* Eradicator*. They manage to lose the Star Destroyer, and another message from Goot comes in. Han calls her bluff, declaring her to be Leia. She only laughs and says "Mos Eisely, Solo." Sodarra tries to talk Han into dropping his group and the cargo off at Shador, insisting the* Millenium Falcon *won't be able to use the cloaking device itself. Han insists on trying it anyway, and opens the crate – only to find it's not a cloaking device at all. It's the shattered hulk of a TIE Advanced. And inside is the comatose body of Darth Vader. Sodarra explains (at gunpoint) that Vellam (whose space includes the Yavin system) is envious of Vader's ties to the Emperor and wants to take him out. Chewie tells Han that he can rig a bomb to Vader's fighter. Knowing that, Han agrees to take Sodarra to Shador. They arrive at Shador, learning as they do that someone left open the comm. to provide a tracking signal for the* Eradicator*. Sodarra takes Han with him to meet an agent of Vader's. They are met by mercenaries who have already killed the agent, Taslo. A furious brawl and chase later, the Millenium Falcon zooms off Shador. Han's ready to blow Vader up, but Sodarra has an ace up his sleeve: Goot, he reveals, is a bounty hunter Vader's been known to hire. If he dies – Leia dies. The race is a setup to lead Han into a deathtrap. After throwing the traitor in Sodarra's camp out in an escape pod, the* Millenium Falcon *continues on to Tatooine. Han sends Sodarra to do recon at the Dockside Cafe, holding the bomb as a threat over his head. Sodarra tells him by comlink that Alfreda's men are there, but she's running late. Han comes on in and waits for her. Alfreda comes in, keeping Leia on a leash. Han brings in Sodarra and his men, and a brawl ensues. Han guns Goot down (she turns out to be a Togorian) and frees Leia. The smuggler has no choice but to honor his word – for their help in freeing Leia, Han gives them the crate with Vader inside and lets them go. He vows never to tell Leia what he had to do to save her. Sodarra then tries to ambush Han, and Han shoots him too. The* Millenium Falcon *flies off Tatooine and back to the Alliance.**

*(**Scoundrel's Luck**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Not* all *Imperial officers are fanatically loyal to the New Order and its' ideals. Commander Dhas Vedji, first officer of the Nebulon-B Frigate* Far Orbit*, is the latest of a long line of military officers dating back to the beginning of the Old Republic's Navy. He has become sickened by the excesses of the New Order – how officers loyal to the Emperor are promoted too quickly, while officers with ties to the Old Republic are held back. He's also bristling under the sadistic command of one Captain Vocis Kenit, a man who got his job via politics, not skill. When his Baron father and mother are "accidentally" killed in a traffic accident on Coruscant, and his brother Elon is transferred to the Frigate's fighter crew, Vedji begins to plot a mutiny. The news of Alderaan's destruction, and the resulting arrest and torture of an Alderaanian deckhand by Kenit, helps Vedji gain the*

crew's sympathy in his plans. The Far Orbit *is assigned to track down and destroy a pirate group, the Silent Blades. The Frigate chases the pirates into an asteroid field. Vedji suggests calling reinforcements to force the pirates to surrender, but Kenit won't hear of it – he wants them dead, by his own hands! He sends out his fighters…. and every last one of them, including Vedji's brother, are killed. Enough is enough – Vedji decides to teach a lesson to an Empire that would honor ruthless and inept bullies like Kenit. He sets out a mutiny, which turns out very successful. Vedji throws Kenit and his officers into an escape pod and jettisons them out into space. With only a skeleton crew available, Vedji needs to restock and recrew the ship fast. The Rebel Alliance might buy the ship, but they can hardly afford anything, what with their limited success raiding Imperial shipping…* Wait a minute*. Vedji starts combat drilling the skeleton crew and sets a course for the StarForge Nebula. He's going to offer the Alliance a deal it can't refuse – a secret weapon against Imperial shipping in the Core systems. Upon arriving in the Nebula, he parks the Frigate at the illegal StarForge station and meets with an Alliance representative, where he presents his offer. As it happens, the Alliance has been considering just this kind of idea lately. But the newly independent Frigate crew must work to earn the Alliance's trust. Together, Vedji and the Alliance representative create a Letter of Marque – the* Far Orbit *may raid, but only in the Ringali Sector (near the Core) and only on Imperial targets. A Rebel agent, Major Cet Willak, will join the crew to keep an eye on them. If the Frigate doesn't stick to the letter of the Letter, the Alliance will hunt them down and bring them to trial. Vedji agrees to the terms. With the deal made, Vedji puts out a call for crew among the station. The* Far Orbit *sets out from StarForge Station with her new crew. The new crewmembers, however, are mostly fringers – and very quick to anger. Friction builds up, and within days the crew are fighting. Captain Vedji struggles to keep the peace as best he can, but the tension remains…**

*(**The Far Orbit Project**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *After over two weeks of shakedown, the* Far Orbit *is ready for her first assault on Imperial shipping. Slipping into the Ringali Shell, the Frigate pretends to be your average Imperial warship on patrol. Picking up a medium freighter leaving Nopces Prime, Captain Vedji orders the freighter to heave to for boarding and inspection. From them, they learn a huge convoy is scheduled to pass through in three days. It's a ripe target, if Vedji can convince the Alliance to send help. Still distrustful, the Rebels only offer a Y-Wing squadron. Three days later, Vedji cons his way into the convoy. Keeping the Alliance appraised, Vedji lures the convoy into a trap – not only Y-Wings, but a pair of Corvettes are waiting for the Imperials. Disabling and capturing the guarding Frigate, the* New Star*, nets the Frigate eighteen million credits. The entire haul is about 340 million. Not a bad start…**

*(**The Far Orbit Project: The Hijacking of Shipment 1037**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *After two or three minor encounters, the* Far Orbit *intercepts an interesting Imperial communiqué. An Imperial advisor, Coh Veshiv, is touring the Ringali Shell on a "fact-finding mission" (read: exile from Coruscant for being a blowhard). A minor courtesan, but still an invaluable catch for the Rebellion. Luring themselves near the advisor's Corvette*, Empire Forever*, Vedji hails them and claims he has orders to take Veshiv aboard. Sick and tired of the stuck-up advisor, Captain Annance is only too happy to turn him over. A couple of irritating complaints later, Veshiv is in the brig, his guards dead. The* Far Orbit *sends him to the Alliance without delay. Meanwhile, Captain Kenit (the former commander of* the Far Orbit*) reports to Sate Pestage his failure to find the missing Frigate. Pestage tells him that the* Far Orbit *is now in Rebel hands and is somewhere in the Ringali Sector. Find and capture it quickly, or face the Emperor's wrath…**

*(**The Far Orbit Project: The Capture of Coh Veshiv**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Weeks have passed since the capture of Veshiv, and it's getting harder and harder to intercept Imperial communiqués. Suddenly, a propaganda piece appears on Imperial HoloVision – a bloodthirsty pirate claiming to be a Rebel privateer is attacking civilians near Brentaal, Esseles and Rhinnal! The pirate is identified as one Venslas Beeli, a criminal who Captain Vedji knows full well isn't working for the Alliance. This guy's gotta go, and Major Willak agrees. The hunt is on. After several frustrating days, the* Far Orbit *stumbles upon Beeli's fleet. What they don't know is that Beeli is a pawn of Captain Kenit – infected with a synthetic Imperial virus, Beeli's life depends on taking down the Rebel frigate by any means necessary. After a costly battle, though, Beeli's ships are destroyed.**

*(**The Far Orbit Project: The Rival**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The* Far Orbit *has come upon a seemingly perfect target – a poorly defended and armed Santhe transport. But the minute the transport is boarded, an unpleasant surprise is sprung – the cargo hold is full of stormtroopers!! Even worse, a hypertransceiver is set off that sends an Imperial taskforce (complete with an Interdictor) smashing into the Frigate. The lead frigate hails the* Far Orbit *– it's Kenit, who declares the entire crew under arrest for treason. All the odds are against the heroes, and Vedji cooks up a reckless plan – using the Frigate's tractor beams to use the Imperial starfighters as shields, he concentrates all fire on the Interdictor. One of the gravity well projectors is destroyed, giving the Frigate the chance it needed to hyperjump to safety. Even so, it is badly damaged and out of action for a while…**

*(**The Far Orbit Project: The Trap**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Luke Skywalker is again sent on a mission to scout out possible Rebel bases. He checks out the Sil'Lume asteroid belt, a mining area. He finds himself at a bar where Imperial general Sebastian Parnell and stormtroopers barge in – not to arrest him, but a strangely charismatic man named Erling Tredway who urges the miners to rebel against the Empire before he is knocked out and dragged away. Luke learns from a miner that Tredway is a non-violent rebel…. whose father, Axton, was a Jedi Knight! Luke is faced with a tough decision – stick with his mission, or risk all to save Erling? He decides the latter. The miner, Gideon, and his cowardly Pada friend Sidney agree to help. It'd decided to travel to warn Erling's family first, and ask their help. Surprisingly, Artoo is willing to blackmail Luke to come along as well! "Who ever heard of a droid with a thirst for adventure?" They travel in Gideon's ship, the Rockcan, only to find Parnell has beaten them to the Tredway family – the asteroid is being hit by TIEs and an assault shuttle. Luke wades in with his X-Wing, and manages to take out the TIEs with Gideon's help. The assault shuttle attacks the Tredway asteroid in the meantime, laying the small mine complex waste as zero-g stormtroopers attack the survivors. Luke blows up the shuttle, then lands with Gideon. But the shuttle sent for reinforcements – the heroes only have four hours. They head for the Tredway residence, wondering why the Imperials are so determined to blow up everything. This is unusual even for Imperials – what's going on here? The residence and everything around proves only to be smoking ruins and corpses. Luke continues on in anyway, traveling down into the dark caverns with Gideon and Sidney. After fighting some troopers (and Sidney being forced to kill, something that fills him with wracking guilt), they make their way to Medical Station One where the gravely injured sister of Tredway, Dena, is being treated by a med droid. She recognizes Luke's name – "His son is as handsome as he was." She begs him to save Erling, and go with him to 'Ire Eleazari.' Luke decides to take her along, but she's clearly too weak to travel far. Change of plan – he'll take her to Eleazari, then go after Erling. Going deeper into the mine, Luke and the party gradually makes their way back up to their ships and takes off. On the*

*way to Eleazari's asteroid, Luke plays a message chip he found on Dena. It's Mon Mothma, who begs Dena to silence her brother's political statements – his worth to the Alliance is far more than he knows. He realizes Parnell must have known about the message – hence, the severity of the attack. But how? That can wait, as they land on the asteroid and meet the exiled Ithorian Eleazari. Dena is dropped off, and Ire advises Luke to look for Erling at Parnell's 'visitor center.' Leaving the X-Wing, Luke travels in Gideon's ship to Tol Ado, Parnell's prison world. They decide to sneak into the prison via a supply shuttle. Luke goes undercover as an officer and makes his way into the Command Center – only to run right into Parnell. He bluffs his way out of that scrape, making his way with Gideon, Sidney, and Artoo to the Deathblock. Shockingly, Tredway doesn't want to be rescued – he wants to be martyred, hoping to inspire the people of Sil'Lume to revolt. He is forced to change his tune when Luke tells him of his family's murder, however, and he finally agrees to go with Luke. Luke tries to sneak the group out of the Deathblock under Parnell's nose – but a grief-stricken Tredway opens fire on the stormtroopers. Gideon is gunned down by the stormtroopers in the firefight that follows. Luke drags Tredway, Sidney and Artoo into the prison's sub-facility tunnels. Erling proves to be a serious hindrance (and nuisance), and Luke is forced to turn and fight the Imperials head-on. Incredibly, they fight their way past the Imperials. Once safely in hiding, Luke tears into Erling for his stupidity. "I expected better from a Jedi's son." Erling reacts with derision – he doesn't believe in the Force, as it got his father killed. Continuing on, they run into a pack of Gorums, then a Gamorrean. They make their way into "the city," a haphazard base of refugees. But the Imperials are right behind them, and again Erling forces a fight. Sidney is killed, and the refugees take Luke and Erling prisoner once the Imperials have been fought off. Luke proves his innocence by pointing out one of the refugees that he saw with the Imperials earlier. But there's nothing he can do to stop the refugees from sentencing Erling to death for the death and destruction he caused. Though Luke's half-willing to leave Erling to his fate, he pleads for the man's life anyway – for Mon Mothma's sake, as well as his own. The refugees finally agree to let Luke be the judge of Erling, and lets them go. They continue on toward a launch station. Luke won't trust Erling at all, incensed at the man's hatred of the Force and Jedi ways. When they finally reach it, Erling gives his thanks – and apologies. Luke accepts the first, but won't accept the second – Gideon came because he wanted to. He learns that Tredway had once met his father, Anakin – and that Vader was the one who killed Tredway's father. He tries to use some Force persuasion to get into the command shuttle station (and make Erling eat his words). But it doesn't work, and Luke is stunned…and wakes up strapped to a hospital bed, with Sebastian Parnell holding his lightsaber right over his face. He's already summoned Vader to pick Luke up. Erling and Artoo did escape, however. Luke curses himself for his pride. A little later, "Vader" shows up – Erling in a Vader disguise the group had come across earlier. Returning to the shuttlebay, Luke forces the group to turn around – he senses the real Vader's arrived! They wait until Vader leaves, then tries to sneak into a shuttle. Parnell's waiting for them, and he sees through Erling's disguise. They fight their way into the shuttle and takes off. Parnell is executed by Vader on the spot. Tredway forces a blind hyperspace jump, using what Luke realizes is the Force, to reach Eleazari's home. He apologizes to Luke for insulting the Jedi, having been convinced of the power of the Force through these events. Dena has recovered by now, and she explains that Erling's gift of Force-instinctive navigation has been asked for by Mon Mothma to find a new base. Erling is now willing to do that, and Dena is willing to come along – especially if she'll work beside Luke.**

*(**Jedi's Honor**)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Amaiza Foxtrain kills Kayso, the unsavory chief of the Black Hole gang, and takes control of the organization. Very soon, an Imperial Navy crackdown in the Delphon system sends the group scattering. Amaiza heads for Aduba-3 to find work.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *Having returned to Nar Shaddaa after a Corporate Sector double-cross ended the careers of his former Corus system mercenary comrades, Jaxxon begins smuggling. He purchases the* Rabbit's Foot*, but it has various problems and ends up stranding him on Aduba-3.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *On their way to pay back Jabba the Hutt, Han Solo and Chewbacca are shanghaied by Crimson Jack, who takes their money, leaving them with nothing to repay Jabba again. Han and Chewie make their way to Aduba-3, a shadowport for those down on their luck. While on the world, Han is hired to help protect the village of Onacra from the Cloud Riders, a group of roughians led by Serji-X Arrogantus. Han organizes a posse that would come to be called the "Star-Hoppers" in retrospect. He group included the Lepi named Jaxxon, the former Black Hole gang leader Amaiza Foxtrain, the librarian-turned-fake-Jedi Don-Wan Kihotay (really Hess Korrin of Obroa-skai), the Spiner named Hedji, Jimm Doshun (the Starkiller Kid), and Jimm's droid FE-9Q. They face off with the Cloud Riders, winning the day. Some accounts say that there was some kind of monster present at the time of the encounter, summoned by a keeper known as the Wise One. Han Solo is said to have defeated it with a commandeered lightsaber. The Cloud Riders are defeated (although Hedji and FE-9Q are killed), and the events surrounding the encounter on Aduba-3 will become the topic of TriNebulon News' third bogus Han Solo "documentary," entitled* Eight for Aduba-3: The Saga of the Star-Hoppers*.**
  (conjecture based on *The Starhoppers of Aduba-3)**

***NOTE: Yes, I know that the information from this article is a reference back to events in the Marvel Timeline. However, as always, only the Official materials are included in this entry. If you want to read the Apocryphal account from the Marvel Comics themselves, check out issues 7 – 10 of the Marvel series.**

- *Shortly after the defeat of the Cloud Riders on Aduba-3, Jimm Doshun and Merri Shen are married.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *Shortly after the defeat of the Cloud Riders on Aduba-3, Jaxxon and Amaiza become partners. They run their operation from Nar Shaddaa, where Jaxxon is soon jumped by goons working for the bounty hunter Valance. Amaiza saves him, and they end up returning to Aduba-3 to protect Onacra from Valance.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *With their defeat on Aduba-3 and the death of Serji-X Arrogantus during the battle, the Cloud Riders break up and begin fighting each other.*
  (conjecture based on *The Starhoppers of Aduba-3)*
- *Ensil Moiss, a government official, was known more for his ability to criticize the work of others, than his own accomplishments. Moiss worked for the planetary government of Draenell's Point. The Empire negotiated with him to acquire a large percentage of Draenell's Point's agricultural production in order to stock the Bissillirus Resupply Base.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *The Alderaanian Death Legion is formed as a unit of the Alliance's Special Forces, and is made up exclusively of men and women who were natives of Alderaan. They were given the worst sort of missions against the Empire, mainly because they requested them.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rules of Engagement: The Rebel SpecForce Handbook" via *TimeTales*, verbatim)

- *Nova Designs Incorporated becomes one of the largest buyers of spin–sealer tibanna gas from Cloud City.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 2: Yavin and Bespin" via *TimeTales*, verbatim)
- *The Battle of Heg takes place, a struggle for control of the planet Bundim. The Battle of Heg saw a resounding Imperial victory over the Alliance forces trying to liberate the planet. Heg itself was leveled by Imperial forces in just three days, but the Alliance rallied and was able to overcome the Imperials and restore freedom to the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *The Empire constructs an Imperial repair station, designated M13 around the planet Mycroft. Its mission was to support the Imperial exploration and picket ships operating in Fakir Sector during the Galactic Civil War. As part of Operation Retribution, a group of Alliance agents were sent to Mycroft to harass the station, and nearly succeeded in destroying it. As it was, the station was rendered useless to the Empire and abandoned.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Campaign Pack" via *TimeTales*, verbatim)
- *Tolamyn Cayble was an Imperial Security agent who patrolled the Elrood Sector during the height of the New Order. He was responsible for the capture of Shondra Del, shortly after the Battle of Yavin, an action which was capable because Cayble had obtained information from his vast network of informants and spies. However, he often relied heavily on the information he received, and was often misled by false information provided by the Friends of Paran. After Del escaped from the Arena of Games on the planet Derilyn, Cayble spent every effort in trying to recapture her and bring down the resistance in the Elrood Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Operation Elrood" via *TimeTales*, verbatim)
- *Mammon Hoole studies Amanin culture.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Harthusa, a Devaronian, worked as a slave auctioneer on the Imperial world of Deysum III. Despite his cunning and sense of business, Harthusa was essentially a coward. He maintained a luxurious domed apartment on Deysum III, where he regularly entertained females of all races.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *During this period of time, Villis Andal, an Imperial Moff, controls the Elrood Sector. He found himself unable to contain the rising tide of piracy and rebellion which sprang up after the destruction of the planet Alderaan, even with three Imperial–class Star Destroyers at his disposal. When the* Brazen *was destroyed by Alliance forces while in dry dock at the Derilyn Space Defense Platform, Moff Andal was removed from his position and re-assigned.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Operation Elrood" via *TimeTales*, verbatim)
- *Filice Gonzork, an Arhan slicer and member of The Shield, marries Peert Ginzork.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *On Sarko VI, Captain Korvellen and his Imperials wipe out a local "Rebel Cell," which turns out to simply be a group of squatters.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")

- *Aboard the* Star Palace*, Corellian tourists and the vessel's captain are taken by Imperial troopers in a ship-wide slaughter. None of the prisoners are ever heard from again.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *Lacking the initiative to build up a large enough fleet to attack Mon Calamari, the Empire attacks the Ruisto colony instead*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *On Quellor, a peaceful demonstration (complete with burning Palpatine effigy), is held in Terrina Square. Moff Toggan sends stormtroopers to break it up. When the stormtroopers open fire, apparently unprovoked, the slaughter that follows causes outrage across the News Nets . . . until COMPNOR cuts off news feeds from the scene after only 30 minutes of broadcasting.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *An Imperial mining operation draws immense amounts of raw material from the crust and mantle of the planet Eloggi to construct the second* Death Star*. The planet Eloggi circles the same sun as the gas giant Endor. It is the world closest to the forest moon.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Force Rising Sourcebook" via *TimeTales*, verbatim)
- *Operation Blue Harvest was the code-name of an Imperial operation that occurred after the Battle of Yavin. So secretive was it that even Imperial technicians were left in the dark on components that they worked on. They often speculated on what the project could be since it required huge amounts of money and manpower.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Campaign Pack" via *TimeTales*, verbatim)
- *Imperial Moff Bandor is placed in control of the planet Questal in an attempt to quell the population there. A ruggedly - handsome man with a muscular physique, Bandor worked his was up the ladder through bootlicking and treachery. He aspired to be Emperor Palpatine's right - hand man, and it irked him that he couldn't control the Force. He served faithfully, and gladly assumed control of Questal. There were several factions, all of which were fighting over claims of the mineral ardanium. The Emperor wanted to control the mining of ardanium, in an effort to bolster the construction of Super-class Star Destroyers, and Bandor was given control of the planet. He ruled with an iron fist, and installed several of the major criminals in positions of power. At the same time, Bandor was experimenting with the potential use of hurlothrumbic generators as weapons to use against the Alliance. The generator induced fear when activated, and this was translated by the locals as Bandor's use of the Dark Side. Bandor did nothing to dispute this, as it added to his power.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Game Chambers of Questal" via *TimeTales*, verbatim)
- *The Columi archeologist Zagsm'ith discovers evidence relating the Xuaquarres system to the Duinuogwuin. The Xuaquarres system is an ancient, remote system rumored to have the lost "Graveyard of the Dragons," or burial site of Duinuogwuin. The fourth planet in the system is home to one of Emperor Palpatine's lost technology stores. The planet is heavily defended by automated systems with hundreds of stormtroopers and assassin droids.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Screen, Second Edition: Quest for the Dragon's Tomb" via *TimeTales*, verbatim)

- *Han Solo meets his old friend Drub McKumb for the last time before the Time of Meeting incident on Ithor.*
  (conjecture based on *Children of the Jedi* via *TimeTales*, verbatim)
- *Following the Battle of Yavin, Naval Command experiences an exaggerated but understandable case of phobia concerning Rebel starfighters. One group of senior Admirals, led by the vocal Admiral Drez, argues that the Death Star's destruction was due to the lack of anti-starfighter screening vessels. Drez states that "until an anti-starfighter screening vessel is brought into service, every capital ship in the fleet is in imminent danger." Naval Command authorizes the construction of Kuat Drive Yard's* Lancer *class frigate - but only a limited number to serve as test vessels.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Imperial Sourcebook" via *TimeTales*, verbatim)
- *Kentara the Wookie, a member of the Alliance, is captured and sold into slavery. Kentara had been sent to the planet Bundim along with a group of Alliance forces to assist in the liberation of Bundim, but was one of the first prisoners taken during the Battle of Heg. He was purchased by Quintarus Returyl on the planet Deysum III, but was later rescued by the Alliance agents who were investigating the construction of an Imperial supply station in the Bissilirus System.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *After several weeks of repair time, the* Far Orbit *returns to action in the Ringali sector. Brooding to himself for most of that time, Captain Vedji summons his first officer and tells him to assemble a landing party to go to Brentaal IV, meet with a Rebel agent, and bring back a datadisc. As the undercover landing party leaves in a captured freighter on their mission, the Frigate jumps to an empty system and goes into silent mode, shutting off all communications and going to minimal power. Once they reach Brentaal IV, they learn the agent has been arrested – they do get the datadisc from a friend of his, though. Suddenly the tapcafe they're in is surrounded by stormtroopers. Chased out the back and all the way to their ship, the landing party activates a distress beacon as they approach orbit. The* Far Orbit *arrives, and Vedji takes the opportunity to send a message to the people of Brentaal, urging all civilian pilots and crews to cooperate with him should they be boarded. With that, the Frigate picks up the landing party and hyperjumps off. As for the datadisc, it reveals the route of the Imperial Taxation Bureau's Star Galleon, the* Emperor's Will*...**
  (***The Far Orbit Project: Raid on Brentaal****)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Racing towards an ambush of the* Emperor's Will*, the* Far Orbit *is itself ambushed by an Interdictor Cruiser – the same one from the earlier trap. Captain Vedji is seriously wounded in the opening salvo. With the first officer now in charge, the Frigate flees into the nearby Ringali Nebula, giving it some badly needed space and repair time...**
  (***The Far Orbit Project: Hunter/Hunted****)**

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Undaunted, the battered* Far Orbit *rushes to another ambush point and waits. Captain Vedji recovers enough to retake command, but only barely. The Frigate tractors enough asteroids into the area to cause the Galleon's hyperdrive to shut down. The Galleon arrives – along with a Frigate. After destroying the other Frigate, the* Far Orbit *works on crippling the* Will*. Realizing capture is imminent, the* Will*'s captain launches the ship's cargo pod in a last-ditch attempt to deny it to the privateers. Despite the* Far Orbit*'s best efforts, the pod escapes into hyperspace. With an Imperial task force chasing it at every turn, the Frigate hunts the pod through hyperspace and finally disables and captures it. Inside is a fortune in gold, platinum, mythra, gems, spice and artwork. A very huge and successful haul indeed. Captain Kenit, meanwhile, is pleased – the Corusca gems*

*in the cargo makes the perfect tracker, giving him the chance to recapture his old ship once and for all. But before he can act on this, he receives a holomessage from a VERY angry Emperor Palpatine. The last thing Kenit ever hears is his own screams of agony…**

(***The Far Orbit Project: The Grand Prize***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Dannen Lifehold and Purr arrive on Rafft to deliver bacta and supplies to a Rebel cell there. They meet Tawn Porew and Commander Brion Peck and then discover that their cargo has been tampered with to include a homing device (though Krell probably knew nothing about it). Peck thinks Dannen set them up, but he pleads his innocence and helps them escape aboard the* Lifeline*. Once in space, they are attacked by the* Engager*, but Purr fixes the ship's hyperdrive in time for them to escape. They soon reach their destination, the Vondarc system, where they learn that Alderaan has been destroyed. Dannen finally steps over the boundary from independent and working for Rebels at times to joining the Rebel Alliance full-time. If the Imperials can do this to Alderaan, they can do it somewhere else as well. (They do not yet know that the* Death Star I *has been destroyed.)*

(***Changing the Odds***)

- *Pollux Hax, former chief of the Emperor's propaganda dissemination section, submits a report to the public about the planet Coruscant AKA Imperial Center. It is rife with the kind of fact twisting and politicking that was his stock-in-trade while working for Palpatine, so it bears very little academic weight.*

(***The Illustrated Star Wars Universe: [Imperial Center] Coruscant Entry***)

- *Luke Skywalker, Leia Organa, R2-D2, and C-3PO leave Yavin IV and head for the Rebel base on Akuria. En route, they are confronted by two Imperial Star Destroyers, but they escape the ISDs, only to crash land on an uncharted planet. They are nearly captured by Imperials, but are teleported to another location, where they meet four android children who can control fire, rain, earth, and wind. They children take them to the Keeper, a massive thinking computer entity. The Keeper tells them that she was left by an advanced race to safeguard the planet, and created the androids, her children, for company. The Keeper protects the Rebels while causing an explosion that convinces the Imperials that they are dead. The Imperials leave, followed shortly thereafter by the Rebels, who will keep the Keeper's location a secret.*

(***Star Wars #0***)

- *Bothan security officer Kras'ka Lo'lar stuns Ponda Baba in a restaurant, where Ponda and Dr. Evazan had been dining and Ponda began a brawl.*

(conjecture based on *The Essential Guide to Alien Species*)

- *Dr. Evazan and Ponda Baba (with a new prosthetic arm) have relocated to Ando, where Evazan is working on a secret project. He is meeting with a senator of the ruling class of Aqualish (who doesn't like the lower class Ponda Baba) when several bounty hunters try to kill him. They are stopped by Evazan's Meduza (blob-creature), Rover. Evazan reveals to the senator that he has nearly perfected a way to transfer one person's mind into a new body, destroying the original mind in that body, but effectively allowing the mind begin transferred into the body a chance at eternal life. Gurion, another member of the bounty hunter team, arrives at Evazan's fortress, and Evazan stuns him and prepares to transfer his mind into Gurion's body. Before that, though, Ponda Baba insists on being transferred into the senator's ruling-class body first. Evazan begins the process, but then Gurion awakens. He has set explosives that will blow up if he hits a deadman's switch. In a rooftop struggle, Gurion is knocked off to his death, and Evazan ends up hanging for his life. The original body of Ponda Baba, with the mind of the senator, stands at the edge over Evazan. The process worked, but it worked backwards. Ponda Baba's mind is gone, and the senator is trapped in the*

despised, lower caste body. The senator makes Evazan fall from the roof, but he calls Rover to him, who takes the force of the impact into the water below, saving Evazan at the cost of its own life. Above, Gurion's explosives go off and the entire top half of the fortress explodes, taking the senator in Baba's body with it. Evazan resolves to fix the process when he gets the chance.

(***Dr. Death: The Tale of Dr. Evazan and Ponda Baba***)

- *Han Solo and Chewbacca crash-land in the Panna system while searching for a talisman that makes things invisible, and Luke Skywalker, R2-D2, and C-3PO head out to save them. Upon arrival, their Y-wing is attacked by a sea creature, but they are saved by a man in armor riding another creature. The man identifies himself as Boba Fett (though his armor and voice are somewhat different than it would appear in the* Classic Trilogy*, which comes in handy for continuity explanations). Fett agrees to help them find Han and Chewie, but when they come upon the* Millennium Falcon*, Chewbacca tosses the talisman out a hatch. Luke collapses into sleep, and Chewie explains that the talisman causes a sleeping virus (or somesuch) to affect humans, and the only way to help them is to hang them upside down so the blood rushes to their heads. (Well, we knew the SWHS was corny . . .) Fett knows that there is a serum to cure the virus in a nearby city, so he and Chewie head for the city. Once there, Fett tells Chewie to wait while he gets the serum. After finding the serum, Fett contacts his employer —Darth Vader. Fett is to capture the Rebels and bring them to Vader. R2-D2 and C-3PO intercept the transmission and worry for their friends. Upon returning to the* Falcon*, the droids reveal Fett's connection and he flees from the* Falcon *to return another day. (Summary of SWHS continued below . . .)**

(***Star Wars Holiday Special***)*

***NOTE: How does this match up with *The Frozen World of Ota*? Well, we can only assume that since Fett's armor looked somewhat different and his voice was somewhat altered, Luke must simply not recognize Fett on Ota until Han does.**

- *Luke Skywalker and Gamine, an emissary to the Rebel Alliance from Constancia, head for Constancia to help liberate the planet from a group of Imperials. When they are attacked, Luke and Gamine are picked up by Sharlee, the woman who runs Outpost 8, an ice meteor/defense platform. Luke also manages to deactivate C-3PO and R2-D2 and dump them out of the ship where his friends can find them. Sure enough, they do, in the form of Han Solo, Chewbacca, and Han's friend Gyla in the* Millennium Falcon*. When they are attacked by Imperials, they take the ship into the defense meteor's interior, where they meet Sharlee and are reunited with Luke and Gamine. Gamine explains that the Imperials have learned that Gamine's race now has use of telepathy, and the Imperials wish to force them into servitude to use the telepathy for evil intents, or destroy Gamine's people to prevent others from doing so. Gamine just needs to get word to her people that the Alliance wishes to aid them. Han and Sharlee don battle armor and launch in an escape pod to divert Imperial attention. When the Imperials pick it up, they use the armor and take over the Imperial craft, which they use to fake pursuit of the* Falcon *to let them* all *escape. During the escape, all pursuing craft are destroyed, and the Rebels make their way to Constancia to deliver their message of hope.*

(***The Constancia Affair***)

- *A Rebel fleet is attacked in the sixth decant, but escapes, based on the new Rebel policy to put the majority of efforts into recruiting new Rebels, instead of engaging in costly battles. A mysterious Imperial agent named Blackhole informs Darth Vader that Leia Organa and Luke Skywalker are on their way to Vorzyd 5 on a mission to spread the fire of the Rebellion. On Vorzyd 5, better known as Gambler's World, Luke, Leia, R2-D2, and C-3PO arrive. Their mission is to meet with a high-ranking member of the planet's government who is sympathetic to the Rebellion, and use that contact to help divert some of the profits from Gambler's World to the Rebellion or worlds harmed by the Empire, instead of into*

the Emperor's pockets. They head for the Casino Royale to wander around until their contact's contact contacts them. Upon arrival, the droids must wait outside. Inside, Luke plays Cosmic Chance and his attunement to the Force makes him incredibly lucky—so lucky that they must leave due to calling too much attention to themselves. Two of Blackhole's henchmen recognize them and inform their master of the Rebels' location. In a transport tube, the Rebels are assaulted by black-armored stormtroopers (yes, they worked for Blackhole in this time period, it seems), who take Luke and Leia prisoner and leave the droids. The droids try to help Luke and Leia by making their way to the spaceport where they are being taken, but first they run into a group of juvenile delinquents called "Freelies." They are saved by a police droid and finally make it to the spaceport, where they learn that Luke and Leia were taken aboard a Hrakian starship, but when they cannot get aboard without a Hrakian master, R2-D2 heads for a local cantina to find a willing dupe to act as their "master." Aboard the ship, Blackhole holds Luke, Leia, and two other Rebels (Paxin and Falud) in paralysis beams, while interrogating them for the name of their contact (or is that their contact's contact?). The droids manage to dupe a Hrakian named Branox into helping them get aboard, where they proceed to deactivate the paralysis beams. The four Rebels make a break for it, but Falud is killed in their escape. They reunite with the droids and make their way out of the ship and into a public area, where Blackhole cannot kill them for risk of inciting others to see the Empire's cruelty and rebel as well. Later, as Luke and Leia once again try to meet their contact's contact, the droids head for a weapons dealer, since R2-D2 wants them to be armed in case they need to help themselves or Luke and Leia again. They get homing devices installed, along with trying out some new weaponry. When the Freelies arrive and again try to steal the droids, the weaponry, set to automatic, goes off, and the Freelies cannot make their move. The droids decide not to purchase the weapons, but to keep the homing devices, and are on their way, followed by the group of decidedly pissed off Freelies. Finally, Luke, Leia, and Paxin meet with Sanglui, their contact's contact, who tells them that the high-ranking government Rebel contact they are there to meet can only see one of them. They draw straws and Luke gets the job. He follows a set of instructions (a la Ransom*) and makes his way to meet with the contact, who turns out to be the planet's president! They are discovered by Blackhole's forces and the president makes sure Luke escapes, though we never know for sure what happened to the president and her guards. Luke arrives back at the ship to find that Leia and R2-D2 have been kidnapped by Freelies who are wanting to ransom Leia for 5,000,000 credit and the droids. Blackhole learns of the plot also and orders his men to capture a Freelie so they can beat (or drug) Leia's location out of him. With the Freelies, Leia tries to convince them to let her go, focusing especially on Falud's son, Choyd, to no avail. They are only looking out for themselves. Luke is on his way there when he runs across several stormtroopers beating up the Freelie named Bemmie. They rescue him and Bemmie takes them to the other Freelies. They are attacked by Blackhole's men, and while the other Freelies are content to trade the Rebels for their own skins, Bemmie owes Luke, so he helps them to escape. Bemmie, unfortunately, dies in the assault. As for the Rebels, their mission on Gambler's World is over.**

(***Classic Star Wars: The Early Adventures*—"Gambler's World"**)*

***NOTE: ". . . until their contact's contact contacts them." You've gotta love that phrase.**

- *A short while after the events on Gambler's World, Blackhole disappears from the galactic scene, most likely driven insane by his deeper and deeper meditations into the Dark Side. With him out of the way, Ysanne Isard's rise to power would seem to lack any further great obstacles. Many of Blackhole's troops will find their way into Carnor Jax's service several years later.*

(conjecture based on *The Emperor's Pawns* and *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")

- *A transport capsule carrying squills (known the galaxy over as disease-carrying pests) crashes down on Tatooine and is recovered by Jawas. Imperials soon arrive hunting for the capsule and the squills. In space, Luke Skywalker is recalled from a recon mission to return to Tatooine and investigate, though he is reluctant to return to Tatooine after all he had been through in the days before the Battle of Yavin. He takes R2-D2 and C-3PO with him and they are contacted by Anduvil of Ogem, a trader who finds the Rebels more profitable at the moment. When they meet at Chalmun's Cantina, Anduvil tells Luke that Rebel outposts are being destroyed, and each time, it has been preceded by a transport capsule crashing on a nearby planet, and an outbreak of Bledsoe's disease. They witness a Jawa die of the disease and make their escape, hiding out at Obi-Wan Kenobi's old hut before being attacked by Sandpeople and rushing off to find the source of the disease or the capsule. They discover Stormtroopers checking the eyes of a bunch of dead Jawas (the same ones who found the capsule). When the stormies leave, they go investigate and Luke is bitten by a squill. The stormies return and take Luke and Anduvil into custody, leaving the droids. While in custody, Luke's eyes take on the appearance of a sky full of stars. They discover, after speaking to Imperial Dr. Kaaladar, whom they force to give Luke an antidote, that Bledsoe's disease was genetically engineered as a means of carrying encoded information, like the locations of Rebel bases. (Yes, that does seem a tad . . . far-fetched, but, hey, so is an Anti-Force being from another dimension and we got to read about Waru, right?) After Luke is injected with the antidote, the droids show up in the sandcrawler abandoned by the dead Jawas and draw off some stormtroopers. Luke then uses an Imperial commander as a hostage while Anduvil rigs some TIE fighters to explode. They take the Imperial with them as a prisoner as they escape and the Imperial base goes up in a massive explosion.*

  (***Classic Star Wars: The Early Adventures*—"Tatooine Sojourn"**)

- *While on Tatooine, C-3PO and R2-D2 are marveling at the depravity of life in Mos Eisley when they see what looks like a monstrous droid heading their way. The droid turns out to be not an ugly droid at all, but Luke Skywalker with a huge armload of droid parts. C-3PO is as embarrassed as a droid can be.*

  (***Droids Apple Jacks Comic Strip***)

- *When her ship runs low on fuel and is attacked by Imperials, Leia Organa is forced by her pilot, Hume, to abandon ship and use a gossamer glider to reach safety at the Imperial labor colony of the planet below, Phelarion. There, she sneaks into the mining facilities and notes that the miners are mining the highly explosive megonite for the Empire. Two miners, Calus and Sparv stand out from the rest. Leia is noticed, and under the name of "Lerna," she becomes a servant to the colony's ruler, none other than Lady Tarkin, widow of Wilhuf Tarkin. Shortly thereafter, Leia discovers that Calus and Sparv are preparing to escape with a batch of stolen megonite to make their fortunes. Lady Tarkin realizes that some is missing, which is slowing down the operation. This does not please Darth Vader, who heads for the planet to check on the situation himself. Leia agrees to help Calus and Sparv so she uses Lady Tarkin's transponder to call a mysterious smuggler friend of Calus and Sparv to pick them up. She ends up having to kill Lady Tarkin's right hand man, Nardo to keep the transmission a secret. As Calus and Sparv prepare to leave with their ever-heating (which could cause an explosion, by the way) megonite, Leia escapes from an Imperial reception for Vader to join them. They are escaping as Calus and Sparv learn Leia is a Rebel, and Vader recognizes her. The Imperials pursue them all the way to the roof where they are to be met by the smuggler, and Sparv must explode the megonite to save their lives. Sparv is shot, but not killed before a familiar ship lands and*

they escape. Aboard, Leia thanks their rescuers—Han Solo and Chewbacca. Small galaxy, isn't it?

(***Classic Star Wars: The Early Adventures*—"Princess Leia, Imperial Servant"**)

- *A ship/station known as the* Ion Ring Ship *arrives above the desolate world of Zerm. Aboard, Professor Volz and his daughter Mira use the ship to alter the weather patterns of the planet and turn it into a paradise. They are hijacked by Imperial Captain Bzorn and his Star Destroyer. Bzorn plans to use Mira as a hostage to force Professor Volz to turn the ship's power against Rebel planets to make them wastelands. Mira is being transferred to a new location by stormtroopers when she escapes from them and stows away aboard the* Millennium Falcon*, which was on the transfer-point planet to pick up spice for a run intended to help appease Jabba the Hutt. Han Solo and Chewbacca leave, not knowing they have an extra passenger. Then they land on the Rebel planet Randa, R2-D2 and C-3PO discover her and she tells them about the Empire's plans for the* Ion Ring Ship*. They travel to the planet Rion, but are too late to stop the devastation of the planet. They escape to Kessel, correct in thinking that it will be the next target, and Mira uses a sub-space image transmitter to try to contact her father. If he knows she isn't a hostage anymore, he will stop bowing to Imperial wishes. As she attempts to contact him, Han, Chewie, and Luke Skywalker turn themselves in to Bzorn to buy time. They manage to use the ruse to board the* Ionic Ring Ship *and meet Volz, who has already just told Bzorn to essentially "take your threat and shove it," willing to sacrifice he and Mira for his homeworld. Mira's image appears and Volz learns she is safe. As the Rebels fight to escape, Bzorn is shot and killed, and Volz sets the vessel to self-destruct, destroying their ability to help other planets, but also its ability to devastate them.**

(***Classic Star Wars: The Early Adventures*—"The Second Kessel Run"**)*

***NOTE: It is never made perfectly clear in this comic whether Han and Chewie were working for Jabba directly, or Jabba's henchmen. Since he's still "on the outs" with Jabba at this point in the Official Continuity, it makes sense that he might simply be helping Jabba's henchmen in order to ingratiate himself with Jabba again, without having to put himself out in the open by working for Jabba directly.**

- *On the planet Harix, Luke Skywalker has arrived just in time to see Imperial troops led by Major Rahz kidnapping a schoolhouse full of children and their teacher, Myoris. Only Myoris' son, Berd, escapes. The Imperials, under orders from Darth Vader, intend to use the children and teacher as bait to lure Rebels into a trap. Luke, R2-D2, C-3PO, and Berd meet with Leia Organa elsewhere and consider Berd's request that they help rescue his friends and mother. Luke goes to a cantina to find Han, and Berd goes after him. They end up using the egos of a group of smugglers and gamblers, including Han, to put together a miniature strike force of gamblers, smugglers, and other rogues. Berd formulates a plan to save them, but a dream of his mother tells him that it is a trap. He convinces the rogues to change their plans slightly. The rescue begins, with the Rebels launching small target drones toward the Imperial fleet bearing much larger sensor signatures than they should. On Harix, Luke, Han, and Chewbacca destroy the TIE fighters that were waiting to ambush them, thus preventing the trap from being sprung. They see Rahz about to use a sonic weapon to kill the children and Myoris, so they race in to stop him. In space, the Imperial fleet realizes that they have been duped and rush back toward Harix. On Harix, the scoundrel strike force lifts off from their hiding place on Harix and heads for where Luke, Han, and Chewie battle stormtroopers. The Imperials are stopped and the children are saved, but Rahz breaks free and tries to finish the job. He didn't count on Berd having tinkered with the weapon, though, and its charge builds up in the control*

panel, killing Rahz. After this failure, Darth Vader once again believes it is time to give Luke Skywalker his personal attention.

(***Classic Star Wars: The Early Adventures*—"Bring Me the Children"**)

- *On Arda-2, Luke Skywalker and other Rebel pilots argue with local merchants and officials. The planet is neutral and supplies weapons to both Rebels and Imperials, but the Imperials have been being sold parts from Arda-2 by an unknown source, which can lock onto an Arda-2-built component in Rebel X-wings and make them easy to destroy. The officials say it is not their problem. Luke goes to get Leia Organa from the palace to speak with them. The man who has been supplying the Imperials, Mag Doum, hears this and sends two men, Diros and his son Zon to kidnap Leia. They don't want to do it, but Kiros' debt to Mag Doum requires that he obey. They kidnap Leia and then as Zon takes her away, Luke catches up to Kiros, who tells him why they kidnapped her and where Zon is taking her. In local catacombs, Zon and Leia are attacked by a kdak, and Zon helps saver her life, though he is wounded in the act. In the city of Tun Wala, Han Solo and Chewbacca arrive bearing passengers and learn of what has happened to Leia (and Luke, who is missing while trying to find her). Mag Doum tries to cover his butt by loaning Han and Chewie a speeder to look for them. They eventually find Luke, Leia, and Zon, but Kiros has fled. They return to Tun Wala and tell of the kidnapping and the city turns against Mag Doum. Doum manages to escape on his starship, but not before Kiros can sneak aboard. Mag Doum contacts Darth Vader and tells him the Rebels are in the system, but cannot tell which planet before Kiros stops him from saying any more. Vader simply decides that they will destroy all of the system's planets through planetary bombardment if necessary. Back on Arda-2, the Rebels and officials receive warning from Kiros about the Imperials on the way and with Zon as a replacement pilot and the officials cornered into having to compensate for the Imperials' ability to lock onto the X-wings, an offensive is launched to stop the incoming Star Destroyer. During the battle, Zon's ship is destroyed even as his father sets Doum's ship on a collision course with the Star Destroyer, which does not destroy it, but causes the Imperials to retreat when it manages to destroy a large chunk of the Star Destroyer. Back on Arda-2, the heroes mourn for the loss of Kiros and Zon.*

(***Classic Star Wars: The Early Adventures*—"As Long as We Live"**)

- *Luke Skywalker chases after a TIE fighter in his X-wing. When he shoots the TIE down and forces it to land on Otam he lands, but his X-wing is buried in snow and ice. He goes to confront the pilot, who turns out to be a man dressed in Mandalorian armor (Boba Fett, though Luke doesn't realize this yet). When they finally clash, they are ambushed by Snogars, who need them to help restart the power generator in their ice-buried home. They manage to escape from the Snogars, and are on the run as the* Millennium Falcon *arrives bearing Han Solo, Chewbacca, R2-D2, C-3PO, and Leia Organa, who are looking for Luke. Han is captured by Snogars, and Chewie is sent to find him. Unbeknownst to them, they are watched by the mysterious man known as the Mole. Han is taken to the Snogar home and asked to help them, and when Luke and Fett go to rescue him (at Luke's request, of course), Han recognizes Boba Fett, but Fett tells him he's after the Mole, not Han this time. He will take Han as a side-benefit, though. When he tries to take Han, Luke stops him, but Fett once again manages to get free. They agree to keep the Snogars off each others' backs until they can all escape. Elsewhere, Chewie is attacked by a snowdragon, and found by the Mole. Back at the ship, Leia is approached by Snogars and agrees to help them. At the Snogar home, Fett deactivates their power and they decide to go against the Snogars' superstitions and go to a nearby power source to learn more about it. When they arrive, they find the Mole healing Chewie. Fett says he is his prisoner, and the Mole is forced to lead them out of the ice-covered area. On the way out, the Mole hits a switch that gasses the others, but before he can ditch them and*

use the Falcon *to escape Ota, Leia catches him. Fett and the other Rebels awaken and fight over the Mole. The fight ends when the Mole uses the city's magnetic power against Fett's armor to stick him to the wall. They leave him there and all escape in the* Millennium Falcon.*

(***Classic Star Wars: The Early Adventures*—"The Frozen World of Ota"**)*

***NOTE: It appears that Fett's regular armor was just different enough from the suit he wore in the *Holiday Special* animation sequence (perhaps one of his spare sets) that Luke didn't recognize him until Han did. Quite the Continuity glitch, but that's the best way we can write it off without saying that the cartoon segment never happened, as some timeline authors declare.**

- *Han Solo and Chewbacca head for Kashyyyk to spend Life Day with Chewie's family—his son Lumpy, wife Mallatobuck, and father Attichitcuk. The Empire, though, has set up a blockade around the planet. When the* Millennium Falcon *does not arrive as planned, Luke Skywalker and Leia Organa are contacted, but unsure as to their whereabouts. Luckily, Chewie's family's friend, Saundan is a Rebel sympathizer, who visits the family while buying time to help get the Rebels to through the Imperial blockade. During Saundan's visit, Lumpy views a log file of Luke's first encounter with Boba Fett. (Note: See the other* Holiday Special *entry above, and that for* Classic Star Wars: The Early Adventures*—"The Frozen World of Ota" for clarification on the two "first encounter" stories written into Officiality). Finally, with Saundan's help, the find a means to get free of a bit of Imperial harassment and divert the Imperials just enough to let Han and Chewie join them on the planet. Shortly thereafter, Luke and Leia join them (along with R2-D2 and C-3PO) and they all celebrate Life Day together (though whether or not it's "celebrating" to hear Leia and company singing what amounts to a "Life Day carol" is debatable).*

(***Star Wars Holiday Special***)

- *Over three decades after creating the Victory-class Star Destroyer, Walex Blissex is a full-fledged member of the Rebel Alliance. But Imperial Governor Denn Wessex sends word to Walex that his daughter Lira – Denn's wife – is dying. A ship is waiting at Kwenn Space Station to bring him to her side. Over the objections of the Rebel command, Blissex decides to go. The Alliance sends a small Rebel unit to accompany him, smelling a trap. Sure enough, the group is arrested and thrown in the brig the second they arrive on the Victory Star Destroyer* Subjugator*. All seems lost as the ship leaves Kwenn – until suddenly it's attacked! In the brig, the prisoners are rocked around as the ship takes massive damage. They take the opportunity to bust out, saving Blissex from a torture droid. A hazardous climb down a disabled lift shaft later, they find themselves in engineering. They find the ship has been set to self-destruct. Coming around, Blissex leads them to the power core – he can move up the time of destruction, blowing up the Imperials while still giving them time to escape. But they find a heavy cannon and some stormtroopers between them and the core – and the voice of Captain Kolaff taunts them as the Imperials attack. Finally fighting their way to the power core, they learn that the attacker of the* Subjugator *was a Rebel fleet – and they'll be coming back to finish the job right at the moment the Victory Star Destroyer will explode, taking them all with it!! But as Blissex and one of the Rebels works on the computer, they find a failsafe has been put into the destruct system to prevent tampering. Blissex is stunned – "the only other being in the galaxy possessing the knowledge and the ability to perform such a feat is…my daughter…" Suddenly, a ton of stormtroopers tear in. In desperation, Blissex modifies the core into a repulsor field, jumping off the chasm with the Rebels to land safely at a door. Fighting through a power cell storm. Taking refuge in a maintenance shaft, they find another computer terminal that coughs up more information. Kolaff is having an escape shuttle readied. The group heads immediately for the hangar bay. They pick up a protocol droid along the way, T-*

3PO. They travel through the shattered underside of the Victory Star Destroyer, facing a zero-g battle with stormtroopers. They finally reach the hangar bay, but they're one level up from the one they want. They head down, to find an AT-ST waiting for them – driven by Kolaff. He actually allows them to board another AT-ST to provide a fair fight. After a tough duel, the Rebels' walker blows up Kolaff's. They reach the right hangar bay with five minutes to spare. They race to the control tower to warn the Alliance fleet – and there is Lira, waiting for them. They warn the fleet and chases Lira off, then takes the shuttle and escapes. The Victory Star Destroyer explodes, and the Rebel fleet (Operation "Starfall") brings them in. They are promoted by General Dodonna himself. Blissex designs some "toys" to help the Rebel group in the future…

(***Starfall***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Commander Ackbar works with the technologically adept Verpine race at the Roche asteroid system on Project Shantipole - a Research & Development program to develop better starfighters to battle the Imperial war machine, especially the lethally effective Nebulon-B Frigate. This project has reached a successful height with the introduction of the high -armored, lethally armed B-Wing starfighter. Imperial district governor Bane Nothos has been aware of the project and was ordered by the Emperor to shut it down, but he bides his time waiting for development of the B-Wing to be completed before he takes action. He slips a Quarren spy named Salin Glek into the Shantipole team. When Glek reports Ackbar is about to send the B-Wing prototypes off for manufacturing, Nothos moves in with a strike force. A group of Rebels arrives just prior to this in the* Out Runner*, ordered by Mon Mothma to escort Ackbar and the B-Wing prototypes to the Pothor system. After fighting off some TIEs, the* Out Runner *arrives at Roche base just as Nothos's strike force surrounds the asteroid belt. Glek does his best to get rid of the Rebel arrivals, ordering them to hand over Mon Mothma's holodisk and go home. Thankfully, Lieutenant Pollard brings the Rebel group to Ackbar. After viewing the holodisk, they learn that Glek has stolen their ship and joined Nothos' task force. At that moment, Nothos strikes full force. Ackbar races to pull the B-Wing configuration files from the computer even as stormtroopers board the base. The Rebels struggle to hold the stormtroopers back as Ackbar does this. Pollard sacrifices himself as Ackbar and the Rebels take a lifeboat and flees the base. A Verpine transport picks up the lifeboat. They learn that Nothos has blockaded the entire asteroid belt, determined to hunt them down. He has also sent an ultimatum to the Verpine – submit to the Empire or die. The Verpine loudly refuse, deciding to actively join the Rebellion. Ackbar's not leaving without those B-Wing prototypes – but they're now in the captured Shantipole Research Station. They have only nine days at best before the Empire finds them, so Ackbar sends the Rebels to sneak into Shantipole, grab the B-Wings, and rig the base to explode. Suskafoo, a Verpine who befriended the Rebels, volunteers to join them to grab additional datafiles from the base. Taking asteroid hoppers, the Rebels dodge a probe droid and an asteroid storm to reach Shantipole. Flying in via a secret passage, the Rebels fight off a space slug to reach the base interior. Sneaking around, they manage to get the files, ready some bombs and free some Verpine who assure them the B-Wings are in working order. Reaching the main hangar bay, the Rebels find Glek has loaded the B-Wings into a cargo shuttle. He manages to take off despite the Rebels' best efforts. They flee in a stolen ship as the research station blows. Pursuing Glek, they manage to disable the shuttle and take the B-Wings. Ackbar orders the fleet of Rebel survivors through the blockade at full speed, only to run into Nothos's Nebulon-B. The B-Wings get their first real combat test as they go up against the Frigate. They disable Nothos's flagship, then escapes with the rest of the Rebel*

fleet to freedom. For the successful development of the B-Wing, Mon Mothma promotes Ackbar to the rank of Admiral…

(***Strikeforce: Shantipole***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A group of Rebels are sent out to rendezvous with a prison ship carrying various enemies of the Alliance – Commander Bane Nothos, Zardra the bounty hunter, Moff Ravik, and some others. But en route, the Rebels are intercepted by TIEs and a Star Destroyer. The Rebels panic and rush into hyperspace…but something goes wrong. The hyperdrive malfunctions, and the Rebel ship is catapulted into a dimension beyond hyperspace – Otherspace. In this silver-gray void, the Rebels come upon the prison ship* Celestial*, floating dead in space. The Rebels board, and learn from the log that Nothos instigated a mutiny, calling the SD to rescue him. The Rebel captain, Alain Gryphon, sent the* Celestial *into hyperspace without plotting any coordinates, which apparently landed them here. Out the viewport, the Rebels spot what looks like a giant asteroid, with hundreds of dead ships orbiting or crashed on it… The Rebels fly through the sea of wrecks toward the asteroid, which they notice has lights. Flying into a cave mouth, they find themselves in a landing deck. The* Celestial*'s escape pods are here. Exploring this giant ship, they come upon a fatally wounded Gryphon. Her last words describe her crew being stalked by "shadows." They also come upon ex-prisoner Celis Mott, driven mad by some sort of red mist. After find a cargo bay filled with parts from the abandoned ships, the Rebels come upon the mist, and are afflicted by hallucinations. Shaking it off, they crawl up a tube to the next level of the ship. They find organic starfighters grown in pods. They are suddenly attacked by a insectoid creature wearing battle armor. Barely defeating it, the Rebels continue into a holochamber that describes their foes – the rise of a cult on a dying world that worships death itself. This cult built an armada of ships filled with tanks of the red mist, then released that mist onto their world as they took off, killing everyone on the surface. The insects traveled from world to world, killing all life with the red mist and taking their technology. They are attacked then by Nothos and some insect warriors (called Charon). The Rebels fight them away and heads up to the next level. Once there, the red mist wears off. They find the crews of the abandoned ships stored in food storage pods. They also find a weird organic-mechanical hybrid hyperdrive, almost ready for use. They continue on into a chamber where the Charon test and improve their constructs by pitting them against living warriors. The Rebels find themselves vying against a web-spinning "weaver," as well as "shootcrawlers" and "jumpers." Zardra joins the Rebels are this point. The Rebels fight their way through the chamber and into the Charon's sleeping chamber, where they are beset by the alien warriors. One long and hard fight later, the Rebels reach the summit of the asteroid-ship. An armored "Cathorn" is waiting for them. After defeating it, the Rebels come upon a living computer, and then the ship's bridge. They find Moff Ravik, having joined forces with the Charon captain, "The Final Prophet" Ber'asco. He urges the Rebels to join them. When they refuse, Ber'asco opens the ship's hull to eject them into Otherspace. The Rebels manage to grab Charon vac suits before they are pulled out. They climb along the outer hull of the asteroid back to their ship. The Rebels race away from the asteroid ship, using cannibalized parts to reassemble their hyperdrive while simultaneously fighting Charon starfighters. The Rebels activate the hyperdrive – and find themselves back in real space. Back at the asteroid ship, the Charon begin to experiment on Ravik. When they have freed him of the "disease" of life, he will lead them into his galaxy…*

(***Otherspace***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A group of Rebels goes to Spira, where supplies meant for Rebel hands has had to be dropped into the ocean to avoid being confiscated by Imperials. The group meets with Seth Cambriel, their local contact. Cambriel and his fellow Rebel,*

Harbold Taft, have managed to get the supplies into the relative safety of an old alien shipwreck in the ocean. Now they must get to it. He has the Rebels enter into the Spira Regatta Open, a sailing race, which they use as cover to recover the supplies, though the operation is nearly thwarted when Regenald Hanniper Snopps III nearly discovers their salvage operation. They manage to get the supplies out, but lose the race, which they'd intended anyway. The supplies get off Spira and to the Rebel Alliance shortly thereafter.

(***The Spira Regatta***)

- *When the Rebel base on Tiragga is hit by the Direllian Plague, the Rebels send out a call for help. The call is answered by a group of individuals with Rebel ties who were to bring a shipment of supplies for the base. They are low on food and water, but follow the call for help's instructions and head for Kirtania to find the Shiarha roots, the cure for the plague, along with epidemiologist Dr. T'jaleq Kith'Araquia. Upon landing on Kirtania, the crew discovers Imperials ravaging the ecosystem, when Imperials shouldn't even be there. The group discovers that Dr. Kith'Araquia is wanted by the Empire. They also bump into a Ho'Din named Kutu and Schnil Hakoon, who asks them to help find his Amber Eye, which was stolen by Pierce Mantrell. They agree to look for it, since the finder's fee will enable them to buy food and water for the crew. In the jungle, searching for the doctor, the group finds Mantrell, who tells them that he stole the Amber Eye to pay for treatment for his sick daughter, Olina. Now he is seeking Kith'Araquia for medical help. Mantrell joins the group and they eventually find the doctor, who tells them that his fellow Araquia are about to attack the Imperials. The Rebel-sympathizing crew help the Araquia attack the Imperials and in the ensuing chaos, gather enough Shiarha roots to save the people on Triagga. The doctor tells them how to use it and agrees to help Mantrell's daughter. The crew then gives the Amber Eye to Hakoon, receives supplies, and then Hakoon helps them get off of the planet and to the Rebel base in time to save the plague-ridden Rebels.*

(***The Quality of Mercy***)

- *When the* Dorion Discus*, a smuggling freighter run by Roark Garnet and Hawk Carrow, is forced down onto New Bakstre by Imperials, the ship crashes, Hawk is captured, and Roark escapes. Knowing his friend is being held in the Imperial vessel,* Regina Cayli*, Roark sneaks aboard the ship and frees his friend. They disable the Imperial crew and decide to take the ship for themselves, now that the* Dorion Discus *is beyond repair.*

(***Regina Cayli***)

- *A Rebel Alliance team is sent to Karra to negotiate an alliance with the newly sentient Karrans. The team includes negotiator/scientist Dr. Elth Nardah and his assistant, Karvinna Raen. When an Imperial shuttle crashes, the Rebels and some Karrans go to the crash site and find Imperial Governor Darryn Edalm, who says he was being taken off-planet as a traitor. He requests to be taken as a prisoner of war. The Rebels agree, but the Karrans see it as a sign that Dr. Nardah is a traitor, so they literally beat him to death. The others kill the Karrans and, to put it bluntly, run for their lives. After finding an alien craft with clues about Karrans and insectoids fighting together, the Rebels (whose ship is out of commission) find an Imperial base. At the base, the Karrans are killing the Imperials like mad animals. The Rebels battle the Karrans and their insectoid allies for a bit and then steal a freighter and leave the planet (and the Imps and Karrans) to their own fates. Shortly thereafter, Edalm is taken for questioning but reveals very little. He is transferred to a work camp on Shimmer. As for Karvinna Raen, she goes on to suggest another mission to Karra . . . and recommends that the survivors of the original group be the ones to return . . .*

(***Stranded***)

- *Rebel Alliance infiltrators led by Captain Fable Astin attack an Imperial communications bunker on Nysza III. They take out the bunker, but Fable's tech*

officer, Arecelis Acosta, is killed by a Dark Jedi, Vialco, who was guarding the facility. The encounter leaves her shaken and more than aware of her own Force skills and the temptation of the Dark Side. She speaks with her old friend and comrade Deke Holman. To calm her nerves, she and Deke go to see the play For Want of an Empire *being performed. The lead is played by Jaalib Brandl, whom Fable meets after the play, quickly discovering that he is highly Force-strong. They do a background check on Jaalib and learn that he has no recorded past earlier than when he was 12 (when, as we know, his father, Adalric Brandl, supposedly committed suicide aboard an Imperial vessel). Fable's need for answers and training lead her to seek out Jaalib on Trulalis, where she finds him rehearsing lines from the great drama* Uhl Eharl Khoehng *with his father, who is very much alive. Fable convinces Adalric to train her in using the Force, though it tempts her with the Dark Side more and more each day. She and Jaalib also fall for each other. Along the way, Jaalib tells Fable the story behind* Uhl Eharl Khoehng *and about how his goal is to take up the legacy from when his father played the play's Edjian-Prince, this time with his father acting the part of the old king. As they continue, the training becomes more difficult, and Adalric refuses to let Fable be with Jaalib. Soon, Vialco arrives and Fable confronts him. They duel. Fable wins, but refuses to kill Vialco. Adalric prods her and prods her, urging her to kill him, but she refuses. When she turns, Adalric gives her the sensation of Vialco taking his lightsaber back and preparing to strike, and Fable is tricked into beheading the defenseless Dark Jedi. Adalric then tells her that her path to the Dark Side is clear, and that she must now bow before him as Master, as he bows before Palpatine. Then she may be with Jaalib. She refuses and runs off, but Adalric has destroyed her ship and Vialco's. Jaalib comes back from an off-world trip, having discovered that Adalric had made a trip to Byss recently and understanding that it means Adalric is back in Palpatine's thrall. Deke arrives in the* Prodigal *(apparently at Jaalib's call), and Jaalib forces her to leave to safety without him. As she leaves, Jaalib and Adalric face off. Adalric uses a Force-choke on Jaalib, but releases him. Jaalib looks to his Dark Jedi father and utters the final words from* Uhl Eharl Khoehng*—"Long . . . live . . . the . . . king." Both Brandls will live to see another day, and Adalric now has only one Jedi left to turn to serve Palpatine . . .*

(***Uhl Eharl Khoehng***)

- *A group of Rebels attempts to buy supplies from Tal Pak on Tatooine. Pak sells them the supplies but tells them they must pick them up from an Imperial-held base on Sirpar. Pak's assistant, Vassk, tries to turn the Rebels into the authorities (having turned to the Imperial side of the war), but the Rebels escape. They are sent to infiltrate the Imperial army training center on Sirpar as Imperial army recruits. The Rebels do so, and eventually manage to get their supplies and get out alive.*

(***You're in the Army Now!***)

- *Rebels on Baskarn have set up an advanced based in the area in order to stage attacks on Imperials in the sector. Unfortunately, the world is somewhat hostile ecologically, and groups of Rebels have vanished into the jungle without a trace. A new team of Rebels goes in to find their comrades and comes upon the Force-sensitive Yrashu. The Yrashu and the Rebels team up against the "Low Ones," the Yrashu using the Dark Side, and prevail. The Rebels are made official members of the Yrashu tribe, which comes none too soon, as Imperials land on the world to seek out the Rebels and it takes a combined Rebel and Yrashu force to stop them. For now, the Baskarn base is both safe, and in the protection of their new allies, the Yrashu.*

(***The Way of the Yrashu***)

- *The Rebel Pegasus Strike Force must find a place to lay low, while on the run from Imperial forces. For this, they need to ally themselves with the inhabitants of a*

nearby planet, or find an uninhabited one. A team of Rebels is sent to Orellon II to see if it is suitable. The Rebels meet the local Kentra and face various dangers before meeting King Jerius. To ingratiate themselves with the king, they hunt down and destroy the alien species-collecting droids left their centuries ago by an unknown alien race that is long-extinct. The Rebels the learn of a prophecy that foretold their arrival, which was given to the Kentra by a Jedi Knight who crashed on the planet aboard the Alpha Kentrum*. As prophesied, the Kentra have been freed of the droids, and now they enter a new age of their civilization with new allies—the Rebel Alliance.*

(***The Prophecy***)

- *On a Rebel mission to Droecil aboard the* Dorian Discus*, Roark Garnet, Hawk Carrow, and Lady Selina Harbright are attacked by space pirates in Keller's Void . . .*

(***The Void Terror***)

- *A Rebel ship is caught in the magnetic field of Tinn VI-D (Echnos). The Rebels must land their ship and find a way to purchase the shielding compound Polydex-9 to break away from the planet again. Little do they know that the bounty hunter Daxtorn Lethos has followed them in his Polydex-9-shielded ship, the* Gorgon *. . . After searching for a way to make money in Echnos City, the Rebels end up in a briefing about local chances at making a profit when they find themselves staring at a bounty profile for themselves! They make a hasty retreat and decide to participate in the BlastBoat 2000. They enter the race and are attacked by bounty hunters, but saved by Daxtorn, who is pretending to be a good guy. He offers them some Polydex-9 if they'll give him an unspecified favor later. Then they reach the* Gorgon *for the Polydex-9, they find that they are caught in Daxtorn's trap and that Daxtorn has collected the bounty for them and is now sending them in a autopiloted ship to their deaths. The Rebels manage to escape, though, and make a hasty retreat from the planet with their Polydex-9. It is uncertain whether or not Daxtorn sees them escape, but the Rebels know that if he did, they have just made a fool of the bounty hunter and have thus made an enemy for life.*

(***Enemies for Life***)

- *A Rebel starship is captured by the* Devastator*, and the Rebels are imprisoned. A mysterious benefactor lets them know that the ship's power will be down for a short time very soon, allowing the Rebels to escape. They make their way off the* Devastator *with their ship and find another message, asking them to return the favor by going to Jerrilek to save Admiral Chel Dorat. Dorat was a captain in the Old Republic Navy (now the Imperial Navy) who is planning to defect to the Rebellion, but is being pursued by Imperial Security Bureau agents. They arrive at Dorat's estate to find his daughter Preela, but no Admiral. The Admiral has been taken by ISB agents posing as historians. The Rebels chase down the skimmer with the Admiral aboard and save him, only to find themselves caught by Preela and other ISB agents. They manage to escape yet again, this time into space, where they are about to be killed by a pursuing vessel when a Star Destroyer loyal to Dorat emerges from hyperspace and destroys the other vessels, clearing the way for Dorat to defect. The Navy looks out for the Navy.*

(***Loyalties***)

- *Drake Paulsen and his new partner Nikaede are called to Tatooine where they meet Tait Ransom, who tells them that Toob Ancher is dying of the Bitter Winter disease, which drives the person slowly mad with memories before death. Drake, Nik, and Toob head for Redcap, where they stay with Toob's old comrade, Fahs Oxsor. There, in hiding, Drake meets Imperial Lt. Noble Calder. Toob then has an encounter with Saylor Marjan and his goons, and ends up having to be saved from Imperials by Drake. Later, Toob steals a Z-95 and zips off to settle a score with imagined foes over a loss years ago. The disease has hit its final stages. When*

the local Imperials, led by Calder, prepare to shoot him down, Drake takes the opportunity to shoot Toob down, knowing that in the end, it's better that the person on the end of the fire is your friend, not your enemy.

(***A Bitter Winter***)

- *Drev Jalok and Sullub Soonin are aboard the* Skyjumper *when it is pulled out of hyperspace unexpectedly. They find themselves in the clutches of the pirate Drek Drendar. Looks like this wasn't such an easy day after all . . .*

(***Stand and Deliver***)

- *On Gallisport, Quayce and Roy Harlison of the Rabid Mynocks steal food for hungry citizens. Shortly thereafter, they celebrate in a cantina, only to have the leader of the Raging Banthas, Westwood, enter and challenge them. Needless to say, the Banthas are handed their asses. Later, Dean Lado, leader of the Spiders swoop gang, orders the kidnapping of Chop Harlison's daughter, Jardra. Lado has been wanting the plans for the Star Slinger, a super-swoop Chop has designed, so Quayce will race against Lado. If Lado wins, he gets the plans to the Star Slinger and Quayce will give up leadership of the Mynocks. If Quayce wins, Jardra is returned and Lado steps down. The race commences, and Lado tries to cheat, but when he stops Quayce just before a minefield, she causes Lado to drive erratically by tossing a dud grenade into his lap, and he ends up being blown up among the mines. Jardra is returned. Several adventures occur a bit later. The first is a Rebel mission in conjunction with a swoop gang to break into an AT-ST component factory and sabotage it. The second is a swoop gang mission to recover instruments for their favorite band. The third is an escape by a swoop gang from a Legally Authorized Law Authority (LA-LA) prison. Needless to say, things in Gallisport are far from over.*

(***Swoop Gangs***)

- *A Rebel Alliance team is briefed by Dr. Andros Hareel, who tells them about the situation on Sedesia. A plague broke out on the world six months before, infecting 90% of the populace. The Empire moved in and took charge, apparently curing the plague. The world is still under quarantine, and Alliance Command wants the group to go to Sedesia and discover the truth of the situation. The team heads for Sedesia and makes it through the quarantine blockade to land at a ranch owned by Elodd Fask, their local contact. Upon arrival, though, the find the Fasks dead of the plague. They head for Besia Osurne, the capitol, and find COMPNOR SAGroup youths running the show. They make contact with another sympathizer, Sybegh Abya at the Trail's End bar. Abya tells them that most of the Rebel cell on Sedesia is dead of the plague, since they refused to get the weekly plague-suppressing injections from the Imperials. He also tells them that Dr. Fresjo Negleem is leading the Imperials. Negleem is a former worker in the Imperial bioweapons division. The Rebels break into the veterinary office turned laboratory run by Negleem and discovers the truth. The "plague" was the FNV-3 virus* created *by Negleem, which is being tested on Sedesia. Through the use of FNA-23-B, an antivirus, Negleem keeps his own virus under control, thus creating loyalty through necessity. The Rebels barely escape with their lives, but make it to a local hospital and start letting the populace know the truth. The Imperials' hold on Sedesia is broken.*

(***The Cure***)

- *In a starport bar on Kelada, two Rebels, Thella and Huffreys, seek out Loh'khar, the Finder. They need to get off of the planet with a datacard of stolen Imperial information. They speak with Loh'khar and require an MD droid, transport from the world, and an interface pad. Loh'khar arranges all of this in a matter of minutes via calling in favors and the skills of his alien companions, Rizzal, Nizzal, and Vizzal. He arranges them safe passage with Platt Okeefe, and as payment, he is allowed to make a copy of the stolen information, just in case it might come in handy.*

(***Finder's Fee***)

- *An Imperial diplomat has been working with the Rebellion. Hoping to trap the diplomat, the Empire puts a bounty on the heads of two Rebels (including a woman named Mari and an unknown male) who are carrying information to and from the diplomat. Various bounty hunters, including Zardra and Boba Fett follow them. Fett kills the man, but Mari escapes. After witnessing the murder of the man, several people find themselves caught in the middle of the pursuit when they help save Mari from roughians. The group helps Mari elude Fett and Zardra, barely making it off the planet.*

(***A Taste of Adventure: Rebel Escape***)

- *A Rebel team assigned to blow up an ore-processing plant on Gap Nine is cornered by Imperial troops. The Rebels escape into the swamps and take refuge in an ancient temple, where they meet the Seer of the Temple, who tells them that the Imperials, under Colonel Traft, had been robbing the ancient temples (hinted to be of Sith origin) of artifacts. The Rebels split up their team and both defend the temple and destroy the ore-processing plant.*

(***A Taste of Adventure: The Battle for Gap Nine***)

- *Scholar Jonas Durns, his daughter Keya Durns, and Sig Coven, hire a group of people to help check out what appears to be the derelict* Kragg's Fury*, starship of the noted Old Republic pirate, the Dread Buccaneer Hez Kragg. Coven stumbled across it, and now they hope to find treasure aboard. The group makes its way to the ship, discovering that it* is *the* Kragg's Fury*, thus proving that Kragg is not just a myth. They discover treasure, but Kragg had set the ship to destroy itself in a nearby star if discovered. The team escapes with treasure (which is quickly confiscated by Imperials) and also with an empty treasure box, from which they can remove the seal of Hez Kragg and prove, once and for all, that the legendary pilot truly existed.*

(***A Taste of Adventure: Silent Fury***)

- *Scholar Arner Figgis hires Trep Winterrs (who knows a bit of the "dead" Old Corellian language) to take him to Socorro, where Figgis will observe the Socorran variant of the language in action. They arrive, and Trep has Figgis go to Karl Ancher's tavern and introduce himself. Instead of calling Karl a member of the old guard, a compliment, he calls him an old fool, obviously . . . not a compliment. Trep steps in and saves Figgis from his mistake. It's going to be a* long *day . . .*

(***Old Corellian: A Guide for the Curious Scholar***)

- *On Galisport, Imperial Customs Bureau officer Captain Alijah Orr is anxious to capture another arrogant smuggler. He fixes his sights on the incoming vessel* Lumrunner*, captained by Shamus Falconi with his Wookiee first mate, Grasheel. Waiting in the docking bay are the arms smuggler Dutan Lee and the swoop gang leader, Chop Haslip. Using signals, the smugglers and their cohorts manage to tip each other off as to the workings of the Imperials, who are dismissive to their local assistant, Port Captain Renea Luies. When crates supposedly filled with weapons turn out to be full of mining equipment as Lee's cover says, the Imperials are miffed. After searching the ship and finding that the lum aboard is in fact real lum, they're peeved. And when they search everything and find absolutely no reason to hold anyone on criminal charges, they're downright pissed, and head off to where Platt Okeefe's* Last Chance *is about to land. As the Imperials leave, Shamus hands off military-grade coils (which were hidden inside larger ones) and Tibanna gas (stored in a few well-placed lum bottles) to Chop, and Luies comes in with Lee's true weapons crates, now sealed with ICB seals to avoid further inspection. As the deal is carried out, Falconi goes to compensate Luies for his help, and they both have a drink of (illegal) Socorran raava. It is the beginning of a wonderful, mutually profitable, friendship.*

(***Lumrunners***)

- *Rebel cell leader Gebnerret Vibrion has been captured and taken to Selnesh, a prison planet. Rebel Commander Briessen calls a group of Rebels together to save him. They are: Doctor Aurin Leith; Melenna Seltrayne; Koris Haslam; Liak; Barsoulentiniel Enkhet; and Gowan Ch'lessan. They will infiltrate the prison as Imperials with smuggling captives, and it will be Aurin's job to stabilize Vibrion, who suffers from Zithrom's syndrome and requires Clondex to stay alive, for escape . . . or to kill him in the least painful way possible if he can't escape with them, in order to keep his information out of Imperial hands. This causes Aurin no end of turmoil, as her first duty is to do no harm. They make it to Selnesh and into the prison without much trouble. They find Vibrion, and Aurin stabilizes him. They move to escape through a tunnel, but find themselves tracked by silent stormtroopers. Aurin spots one and does the only thing she can do: she shoots him. The stormtrooper dies, the first person Aurin has ever killed. The others take up the defense, and they escape without further incident (relatively speaking). Later, Vibrion is doing well, but Aurin is still wrestling with her internal conflict. Gowan talks to her for a bit, showing her that she did take a life, but by taking that life, she saved all of their lives, which may help the Rebellion to save other lives, in a chain reaction of life-saving, so to speak, stemming from her one act of self defense. It's not much to calm her soul, but it's a start. Later, Aurin receives the Field Achievement Award, which is given to all field operatives after their first mission. She simply tosses it in a drawer, out of sight, but not out of mind.*

  (***Do No Harm***)

- *Sayer Mon Neela, a former Imperial Senator and fugitive from Palpatine's Empire, is being forced to evacuate from Horob by the Rebel General Polo Se'lab, for her own safety. The Imperials are coming, and she's too important to allow to be captured. Indignant, she finally agrees to leave with her bodyguard, Raan Stasheff, and pilot Captain Heedon aboard the* Starcrossed*, a small ship. They escape, but Neela, in her desire to help give those on Harob time to escape, forces the other two to join her in a desperate plan to buy time. They head off the Imperial Star Destroyer* Imperial Hazard*, which is en route to Harob, and allow themselves to be caught in a tractor beam. They then announce that* they *have captured the* Imperials*, and that the ship is rigged with enough explosives to destroy the* Starcrossed *and the* Imperial Hazard *if the Imperials refuse to cooperate. Neela and Shasheff go aboard the* Hazard *to speak with Captain Sergus Lanox about terms of surrender. Shasheff is escorted away to "guest quarters," while Lanox and Neela talk. Lanox is fiercely loyal to the Empire that has given him a ship, but he has long been an admirer of Neela and is torn by his liking for her and his desire to take her back as a prisoner, thus granting him a promotion, most likely. Neela and Stasheff are allowed back to the* Starcrossed*, where Neela reveals that she secretly placed a small, experimental sensor device on Shasheff. It is the device that was being developed on Harob, and it has gotten command codes to the* Hazard*'s tractor beams, detention cells, etc. In essence, they can control the* Hazard*, to buy more time. They run the program from the device through the computer and into the* Hazard*, only to have it working so fast that the older computers can't keep up. The* Starcrossed *is still tractor beamed to the Imperial ship, and now their bulkhead won't close around the umbilical that is connecting the two ships. As Heedon tries to get the computer under control and Shasheff and Neela try to close the bulkhead, the Imperials, led by Lanox, move to the umbilical to take Neela prisoner . . . and the computer malfunctions on the* Hazard *cause her to lose altitude toward the planet they are orbiting, dragging the* Starcrossed *along with it. The Imperials arrive at the umbilical and Shasheff is shot, but not badly. The other Imperials are driven away as the door closes, with Neela locked in the umbilical. Lanox, giving in to his more human nature, rushes to the* Starcrossed *and helps Neela get the doors open and get back into*

the ship. He gives her a quick kiss before returning to the Hazard*. As the tractor beam dies and the* Starcrossed *escapes, Lanox gets the* Hazard *under control, battered, but not destroyed. Later, at the Rebel base on Carosi XII, Neela is celebrated for saving the lives on Harob with her heroic bluff, while at the same time (as they see via the newsnets), Lanox is given the Distinguished Medal of Imperial Honor for saving his ship from Neela's threat, "the most heinous act of Rebel terrorism since the destruction of Alderaan." Ah, unexpected victories and happy endings . . .*

(***The Capture of Imperial Hazard***)

- *Needing a quick place to escape to and possibly hide out for a while, To'iir and Liadden, a Twi'lek trader and his human partner, study the* Free-Trader's Guide *before heading for Gamorr aboard the* Seventy-Seven Stars*.*

(***A Free-Trader's Guide to the Planets***)

- *At H'nib Statermast's Farrimmer Café, a group of patrons experience an eventful night. First, they must deal three demented Corellians, Renthor, Kum, and Ulbert, who are on a quest to destroy technology, based on the twisted teachings of an insane Jedi Master they studied under (without being Force-sensitive) years ago. After that, they end up falling for scam artist Sleightan's scheme, purchasing his droid, L7-BO, which is programmed to escape whenever possible to be resold again. (And, yes, the droid does escape in just a few minutes.) Then, as zdrinbaghs that are being prepared for dinner escape and run around the establishment, the group must help stop the little creatures. During the chaos, a Devaronian slips out of the place. Next, a man named Julept trades stories with the group, as a form of friendly wager (the best story wins). The patrons win, but most of the customers get a kick out of both stories. Next, they are visited by a fellow patron, Rebel Alliance supporter (but not member) Bon Sequors, who is on the run from crimelord Ranar Dowellin's thugs. Luckily, their Kizzlebrews help keep the thugs from being able to get a lock on the chemical tracer on Bon. The thugs sense the chemical on a coin Bon has given a droid and a brawl ensues. Luckily, none of the group of patrons is seriously injured, but H'nib's assassin-droid-turned-bouncer is destroyed. The group then (Haven't they been there long enough?) plays a game of sabacc with Rosen, Benchar, Carewa, and a Wookiee named Cecil, barely escaping getting pounded when their good luck is mistaken for cheating. After the game, a security officer comes in looking for the Devaronian, saying he is a bombing suspect and that the Farrimmer may be rigged to blow. The patrons help H'nib search the place, finally finding the bomb inside the leg of Treedee (H'nib's M-3PO droid partner). The bomb is disarmed, and H'nib is grateful. Finally (Shouldn't you folks be home by now?), Bnugor, a Gamorrean warrior, enters, and the patrons help him search for his missing pet, Snowball the Snuzzleguff. With that task completed, the patrons are finally ready to leave the Farrimmer and the day's adventures behind.*

(***The Farrimmer Cafe***)

- *At Chiron base, a group of Rebels is called to meet Captain Amarith. She tells them to head for her personal yacht, the* Gambit*, and head away from the base. En route, follow her instructions to play a holovid she gave them. In the holo, she tells them that they are heading to Ando undercover as tourists to meet with their contact, Koral-tae, and discover what the Empire is doing on Ando's oceans. Upon arrival, the Rebels meet Koral-tae, who suggests a recon of the marshes. They carry out the recon at night, finding poachers hired by Bosk-toth caching mineral-fish, which the Imperials are also trying to do, for their own ends. Imperials arrive and chase off both the poachers and the Rebels. Next, the Rebels sneak aboard a harvester factory, discovering that the Imperials are taking in the mineral-fish for transfer off of Ando. When the* Eclipse*, the transport vessel offworld, arrives, the Rebels give chase to Uridia, where they sneak into an Imperial facility and find that the Imperials are trying to raise the mineral-fish to*

take Uridium from small amounts in the moon, which requires a creature like the mineral-fish. They hope to use the Uridium for creating more powerful laser weapons. The Rebels use explosives aboard the Gambit *to destroy the facility, barely escaping in time. Upon arrival back at Chiron base, the team is commended.*

(***The Ando Project***)

- *Imperial Major Vontenn instructs Obo Rin to continue his research into shape-shifting species, in order to sort fact from fiction. He receives medical records on Proteans from Moff Bandor, Polydroxol's from slicers who steal the files from the Karflo Corporation, and does not find much on the Stennes Shifters. He intends to meet with the Shi'ido anthropologist, Vandolae, on Centares. On Centares, Vandolae has arrived, having been given passage by a man named Pyrron. To mingle with local society, he shifts into Pyrron and acts like him, but ends up running into two of Pyrron's acquaintances, Gideon and Keeta. Keeta has recently lost an eye fighting a shape-shifter, and they argue with Gideon and Keeta arguing that shape-shifters are evil, while Vandolae (as Pyrron) defends them. He tells them of the Protean held captive by Moff Bandor, the planned genocide of the Polydroxol by Imperial researchers, and the dangers of the Stennes Shifters. Gideon tricks Vandolae into revealing that he is not really Pyrron, but a shifter himself. Vandolae tries to show himself to be harmless, but when he is forced to defend himself, Gideon kills him. Rin arrives a short time later to find him dead.*

(***Shape-Shifters***)

- *Carter Escalon, a Rebel agent carrying vital information from Coruscant, has been captured and sent to Sevarcos as a prisoner. The information he carried has not been found, and is presumably still in his possession, somehow. A group of Rebel agents are sent undercover as a wind rider crew for Ray Carantar during the Festival of the High Winds, when the Slave Lords of Sevarcos and other scum meet and do business, along side a great race. They are to make it to Sevarcos, meet up with a local nomad contact named Jax Seldam, and then break Escalon out of prison. (Easy, right?) They arrive and join in the race, with Imperials and other unsavory sorts also competing. The race begins and after several dangerous detours, they come across the vessel of Lord Quintas being attacked by nomads. The group intervenes, to Carantar's dismay, and they meet their contact. Jax tells them that the Rebel and his comrades are being sold into slavery and are being transported on a convoy very soon. The agents leave Caranthar in a lurch (and quite pissed off) to join the nomads in striking the convoy. They are successful in the strike and make it off of Sevarcos through a swarm of TIE fighters. Caranthar vows revenge on those who have caused him to lose the race and the prestige it would've offered. As for Escalon's information, there is a hint that it may be a plant and that Escalon may be a double-agent, but that is for others to decide back in Alliance High Command.*

(***The Festival of the High Winds***)

- *On Morado, young Nyo loses another hand of sabacc to the Herglic gambler Doune. Down to one credit, he is ready to give up, when a mysterious figure enters the room and challenges Doune to a hand. The man reveals himself to be, by all appearances, the legendary Kinnin Vo-Shay, who* should *be over 100 years old, or dead. With no credits to wager, Vo-Shay is snubbed by Doune, but Nyo tosses him his last credit. The game is on. When the final hand is complete, Vo-Shay and Nyo walk out with nearly 250,000 credits. Vo-Shay gives Nyo 200,000 of it, since it was based on his credit, and talks with the boy. Nyo had been in the game in order to win enough money to buy a lightsaber, a link to the Jedi he so admires, from a black marketeer on Nar Shaddaa. Vo-Shay confirms that he* is *the Vo-Shay of legend, but does not reveal any more. The two head together to Nar Shaddaa to purchase Nyo's lightsaber. En route, Vo-Shay speaks with a mysterious disembodied voice, which Nyo will later hear but receive no*

explanation for (until later). After leaving Morado, they, aboard the Ashanda Ray*, are attacked by forces loyal to Doune, but Vo-Shay and Nyo escape unscathed to Nar Shaddaa. On Nar Shaddaa, they find that the lightsaber has already been sold . . . to Doune. Doune challenges Vo-Shay to another hand of sabacc. If Vo-Shay wins, Nyo gets the lightsaber. If Doune wins, Doune can have the pendant that Vo-Shay wears and which is rumored to be the source of his amazing luck. Knowing that even if they win, they won't be allowed to leave with the lightsaber, Vo-Shay throws the game. Victorious, Doune simply tosses away the lightsaber (which Nyo retrieves) and heads out with his new pendant. Later, Vo-Shay comments that it's not a lucky or mystical item at all, but his fiddling with it was simply used to distract his opponents. Doune will be in for a rude awakening when he tries to use it in a "sure" win. Nyo and Vo-Shay return to the* Ashanda Ray*, where Vo-Shay explains that when the* Ashanda Ray *was lost in the Tyus Cluster, back when he supposedly vanished for good, it was trapped between the black holes of the area, stuck in a place where time as we know it did not exist quite right. Others had been trapped there as well, including a Jedi Master named Aryzah, who helped Vo-Shay escape. Aryzah's spirit is the ghostly companion Vo-Shay was speaking with, and she travels with him, continuing beside him on a spiritual plane, so to speak. After Vo-Shay tells Nyo this, he offers him a position as first mate. Aryzah welcomes with a kind "May the Force be with you," to which Vo-Shay replies " . . . you're gonna need it."*

(***The Last Hand***)

- *The Empire finally comes to Rhamalai, taking the world under full control to use its agriculture to feed the Imperial army. Among those effected are Nadra Enasteri and Charis Enasteri, the daughter and wife of Neth Enasteri, who had left to join the fight against Palpatine 16 years ago. Denel Moonrunner, who had originally wanted to join the Imperial military though Academy training is conscripted into service with his friends, Dorn Lister and Amos Granley. Imperial General Naem Yrros has essentially taken command of the world, leaving Planetary Trade Director Markren Pellias as a figurehead. But the populace is not totally demoralized, as Denel's parents, Lorn and Artis Moonrunner, prepare to strike at the Imperials. Denel is given the designation FR-231 and pushed into service. He soon runs into Nadra, who tells him that Charis is to soon be terminated since her illness is a genetic disorder and thus, not worth trying to treat, according to the Imperials. Denel sends Nadra to meet with his parents and devises a plan. The Moonrunners, actually rebels hiding out on the planet (Lorn is Major Corvus Langlier), go along with the plan and the next day, Denel is given a fake assignment to transfer Charis for release during Nadra's last visit. They escape in a speeder, while the Moonrunners prepare to escape in the* Refugee*. Denel and the others are separated, and when the Enasteris get to cover, they tell the Moonrunners to get their son and not worry about them. The Moonrunners make sure the Enasteris know they can use what the Moonrunners leave behind, and, after picking up Denel, the Moonrunners make their escape from the planet. Back at the garrison, Yrros and a team find the source of the false orders for Denel, the Moonrunner's astromech, which then explodes, killing all in the area. With the Imperial presence on Rhamalai decimated, Charis hopes that Nadra will continue to be as strong as she is, and that perhaps someday she will be reunited with her father.*

(***The Occupation of Rhamalai***)

- *On Gelgelar, a group of Glarsaurs prepares to attack a nearby Sullustan settlement. Their plan is overheard, though, by a reeho, a local bird. This no ordinary reeho, though. A local boy, T'laerean Larn, has been being taught a small amount of Force-usage by a Wise Man, who, while not a Jedi, knows enough about the Force to be dangerous if he chose to be so. T'laerean has merged his senses with the reeho. He calls the bird to him, so that with physical contact the*

merging might be broken, allowing T'laerean to regain control of his nearly comatose body and warn the others of the coming attack. On its way back to the boy, though, the reeho is captured by two children, upon entering T'laerean's home. The children think T'laerean is dead, but won't tell that they know this, because it would reveal that they'd gone into his home without asking. They take the bird back to their mother, who prepares to cook it for dinner, but T'laerean helps the bird decide to escape. A short romp with the children later and the bird is free, but flying in the wrong direction. Luckily, the bird flushes out the Glarsaurs, alerting the Sullustans and thereby saving the others, but a Glarsaur finally catches the reeho and kills it. T'laerean awakens to the face of the Wise Man of Kooroo, who had arrived just in time to bring T'laerean back. The boy has learned a great lesson in the responsibility that comes with wielding the Force, the so-called "Breath of Gelgelar."

(***The Breath of Gelgelar***)

- *Rivo Xarran is in trouble. While slicing into Jabba the Hutt's records, he has come across sensitive information, and now Jabba has sent Boba Fett after a bounty on Rivo's head. Rivo has fled to the safety of the Imperial base under the command of his brother, General Gaege Xarran. He is a pathetic soul upon arrival, and continues to become more pathetic as Boba Fett arrives and decimates the Imperial forces, including an AT-AT group, before entering the base. General Xarran sets the base's autodestruct and prepares to escape with Rivo. Before they can escape, Boba discovers them, and while Rivo is in apparent cover, Fett, injured from his battle on the way in, faces off with Gaege, finally killing him. Unfortunately, Fett looks where he believes Rivo is, only to find a live-feed hologram. Rivo, not nearly as pathetic as he'd been pretending to be, warns Fett of the autodestruct and says that in return for that information, he wants to be allowed to go free. Fett should simply tell Jabba that Rivo died in the ensuing explosion, thus allowing Fett to collect his bounty and Rivo to go free. Fett agrees, but assures Rivo that someday he* will *finish the job, as a matter of principle. Fett escapes, the building explodes, and Rivo goes into hiding. (To be continued below . . .)*

(***No Disintegrations, Please***)

- *While working as head of the University of Sanbra's Sentient Studies Department and compiling* The University of Sanbra Guide to Intelligent Life*, Professor Tem Eliss is approached by an Abinyshi named S'itl Thirr, who asks him to tell the real story of what happened to the Abinyshi species. Shortly after this meeting, Eliss flees campus after annoying COMPNOR by not following correct anti-alien protocols in his writing. Within three weeks, he will release* The Guide*'s completed chapters on the communication nets.**

(***Alien Encounters: An Extinct Guest***)*

***NOTE: "An Extinct Guest" is actually the name for the subsection of the AJ14's *Alien Encounters* article. Since each of the *Alien Encounters* articles from the various AJs are under the same title, I figured this actual story segment should be differentiated in some way in order for it to make sense in light of the other articles.**

- *Aboard the Star Destroyer* Thunder*, Commander Tobal Siy recovers from yet another fruitless day of trying to track Rebel smugglers. He is frustrated that the Rebels seem to know his actions before he carries them out. He suggests to his protocol droid, N-3PO, that a spy may be among them. N-3PO gives him a drink and asks him about his security measures and such, milking him for information under a drug in the drink. After telling N-3PO valuable information, he falls to sleep, not to remember the events of the conversation. N-3PO, actually a Shard in a droid shell, then sends the information to the Rebel Alliance.*

(***Alien Encounters: The Shard***)

- *When an Elomin protection scam goes wrong, Thaddeus Ross and Trep Winterrs are nearly killed. As they escape from the confrontation, Ross is shot and nearly dies. He awakens aboard the* Kierra *on Corellia, where Trep tells him that he's*

been "dead" several days. He then sees who has helped revive him, his old lover Saahir Ru'lov. In return, she asks Ross to make a cargo run for her. He and Trep make the run to Aurea, where they realize that they've just helped Saahir supply weapons and such to the Rebel Alliance. Ross confronts her about it upon meeting her fiancé, Juri Marbra. Ross, agitated, agrees to the mission based on the credits it'll allow, but he's highly pissed at Saahir. Upon making it to the Rebel base and delivering the supplies, Ross has he and Trep sit out the battle when Imperials attack. Saahir goes to defend her comrades and is gravely wounded. The two men rush out to find her, and Ross carries her to relative safety as Trep uses his field experience to help lead the Rebels. In private, Saahir tells Ross to go back to her favorite spot on Isamu with someone special to him. He forgives her for how she wronged him in the past, and then she dies in his arms, with her last words being that the song is wrong. There is no laughter after dark, only silence. (To be continued below . . .)

(***Laughter After Dark***)

- *When Lyle Lippstroot, the bookkeeper for Vop the Rodian is killed, Guttu the Hutt calls a band of thieves consisting of Cecil Noone, Kels Turkhorn, Hass Sonax, and Dawson to Nar Shaddaa for a mission. Vop and his rival Ritinki the Bimm are just days away from a private meeting aboard the Ithorian herdship* Song of the Clouds*. At that meeting, Vop is planning to purchase a lockbox from the Ithorians. Ritinki also wants the box, so he arranged the murder of Lyle (who was to do the actual purchasing for Vop) and has replaced Lyle with a duplicate. Guttu doesn't care* what *is in the box, but he knows that if two of his competitors are fighting over it, he wants it. Noone and company are given orders to steal the lockbox during the meeting. Getting aboard the* Song *as caterers, Noone and Kels smuggle Sonax and Dawson onto the ship. Once aboard, Noone and Kels fulfill their catering duties (with the exception of Kels stealing a nice credit chit), while Sonax and Dawson break into the vault holding the box . . . only to find that it is empty. The Lyle duplicate has already purchased the box with Vop's money and taken it aboard Ritinki's ship, the* Asaari Wind*. Against orders, Sonax and Dawson go EV and board the deserted ship. When a mob hit, possibly by Guttu, brings chaos to the reception where Noone and Kels are pinned down, Ritinki summons his ship via beckoncall. It crashes into the dome of the room, letting the atmosphere escape until the herdship's force fields activate. Unfortunately, Ritinki didn't plan on Sonax and Dawson being at the controls of his ship. They blast Ritinki before he can board and help Kels and Noone escape. Later, aboard the ship, the team opens the lockbox to discover a Hapan Gun of Command. Knowing they could get far more money from the Rebel Alliance or, as a last resort, the Empire, for the weapon, they decide to keep it and the chit Kels stole, instead of returning to Guttu. As for their old ship, the* Borogove *. . . well, they can come back for it someday, but for now, they have a new, better ship, the* Asaari Wind*.*

(***The Great Herdship Heist***)

- *Cecil Noone and his thieves attempt to sell their stolen rifle prototype Hapan Gun of Command to the Rebel Alliance, but the Alliance can't offer enough credits. They try selling to Imperial Consul-General Halsek, but have to escape before the transaction can be made. They keep the Gun and hope for a chance to sell it soon. Meanwhile, their captured ship, the* Asaari Wind*, goes through several name changes, from* Asaari Wind *to* Hieroglyph *to* Talichaser *to* Voona's Dream II*, and finally to the* Spiraling Shape*. The team heads for Kabal, hoping to make a sale.*

(conjecture based on *Fair Prey*)

- *On Kabal, Cecil Noone meets with hunting enthusiast Tyro Viveca, a Krish noted for his large hunting compound. Cecil has left his teammates behind to meet with Viveca personally. He is trying to sell the Hapan Gun of Command rifle prototype*

that they had stolen a month before. Viveca is very interested in the item, but isn't about to pay for it. He knows that Cecil is a wanted man, and he knows where the Gun of Command was stolen from. So, he will simply take the weapon and allow Cecil to live . . . sort of. He releases Cecil into his private hunting grounds, the same place Viveca recently killed a captive lamproid. Cecil can race toward safety all he wants, but Viveca will be coming after him, a sentient hunting a sentient. In a nearby marketplace, even as Cecil Noone is released to run for his life, his shipmates, Kels and Dawson are in the process of stealing some power couplings and haggling over a trinket Dawson is enamoured with, a Quay. They return to the Spiraling Shape *to an annoyed Sonax, who tells them of Cecil's situation, as best as she can determine. Dawson and Kels prepare an incursion into the hunting compound to save Cecil. In the grounds, Cecil attempts to set up a trap, but only manages to bloody himself, making himself easier to track. He has his pain eased, though, when he comes across the mate of the murdered lamproid. He frees the lamproid from its cage as it heals (or deadens) some of Cecil's pain. Cecil continues on the run, while the lamproid charges off. At the perimeter, Kels and Dawson (who has brought along the Quay, explosives, and detonators) are alerted by Sonax that there are several hunter drones released by Viveca. Sonax taps into them to determine Cecil's location, but one of the drones attacks Kels and Dawson. They manage to destroy it, but one of its blasts has destroyed all of Dawson's detonators. In the compound, Viveca, his servant Rutt, and his nashtah are attacked by the enraged lamproid. Before they can kill the lamproid, Rutt is killed and the nashtah loses one of its legs. Viveca is not amused. Elsewhere, Cecil is trapped by a gravity trap, but is freed when Dawson and Kels arrive. They free him, and Dawson sets a trap for Viveca, using the Quay as a detonator for the explosives. They are well out of range when Viveca finally comes upon the device, which blows him away. Back at the ship, Sonax tries to convince her comrades to go back for the Gun of Command, but security patrols, reacting to the explosion at the compound, are tightening security at the spaceport. The team is forced to escape, without their prize, in hopes of getting Cecil to a bacta tank before internal injuries kill him. All in all, it is one planetfall they would rather never have taken place.*

(***Fair Prey***)

- *Trader Mair Koda returns to Vernet and quickly learns that all is not well. The Empire has come to Vernet and conscripted her foster hometown's young men. Among them is her foster brother, Kristoff Stonelaw, much to her foster parents and younger foster brother Yuri's angst. Yuri convinces Mair to help get Kristoff away from the Imperials before they brainwash him. They sneak into the Imperial compound, and Yuri speaks with Kristoff, but when Mair has to kill a trooper and the base goes on alert, they must escape. Kristoff will not go with Yuri. He truly believes in the Emperor's New Order and wants to be a part of it. He attempts to capture Yuri, but Yuri manages to escape . . . partially because Kristoff does not shoot him when he has the chance. Mair and Yuri, now knowing they can't stay on Vernet for fear of being captured or worse, flee from the only home Yuri has ever known, but they are still hopeful for Kristoff. He could've killed Yuri, but hadn't. It seems the Empire hasn't driven his compassion from him fully . . . yet.*

(***The Draw***)

- *A group of smugglers/traders on Tatooine take their damaged ship to Jela'han for repairs. Jela'han can repair the ship, but the parts will have to come from Shellar's junkyard, and they won't be cheep. In order to pay for the parts, Shellar has suggested that the group help him by procuring a Lambda-class shuttle for him. The group agrees and heads for an Imperial scout base on Moorja. They break into the low-level facility, steal the shuttle, and escape to Tatooine, where they hand it off to Shellar, and then have to fight a group of Rebels to keep them from stealing it from Shellar. After this encounter, the group returns to give a*

voucher to Jela'han, then heads for their ship, where they are confronted by Imperial Colonel Dyrra, whose facility they stole the shuttle from. Dyrra is highly pissed, and is even more enraged when the group manages to slip through his fingers and escape in their ship. They've just made a new obsessive enemy.

(***The Lambda Heist***)

- *Rebel Lieutenant Talnar has procured droids for the Rebellion, but has been forced to crash land on Naalol. After crashing, he and his cargo are captured by a group of down-on-their-luck local bounty hunters called the Oquan. Captain Res Nels sends a group of Rebels to find him or buy his freedom, along with securing the droids. Upon arrival on Naalol, the Rebels search the crash site and tail the Oquan as best they can before losing them and having to look for clues in Prit's Free Pit. Inside the Pit, ISB agent Nir Rinit tries to capture them, leading to a brief firefight. The Rebels then arrange to meet with the Oquan and trade cash for Talnar and the droids, but when they arrive at the swap, they are betrayed. The Oquan want to take their money and turn the Rebels in to the Empire for a reward. Talnar awakens from being knocked out in time to activate the droids, and the droids save the day by taking out the Oquan. The Rebels escape with the droids.*

(***Talnar's Rescue***)

- *A group of Rebels with stolen Imperial information is escaping aboard the* Stellar Damsel *when they are attacked by Imperial forces. They manage to jump to hyperspace, but find themselves stranded in the Miro asteroid field in need of help. Another group of Rebels is sent in, while a Rebel frigate and X-wing squadron harasses the Imperials. The* Knight Errant *makes its way into the field and rescues the crew of the* Stellar Damsel*, escaping from mynocks and Spacetroopers with barely moments to spare. The information has been saved.*

(***Damsel in Distress***)

- *On Tatooine, Ranon Djelkh, a Devaronian hoping to move in on Jabba the Hutt's turf, has become desperate. In need of a way to dispatch Jabba, he sends out a call for bounty hunters to bring him both tirginni beast cologne and a mole serpent. His hope is to get the cologne to Jabba and then have the serpent, to whom a tirginni beast is prey, kill Jabba. Soon, a group of people on Tatooine to contact the Rebellion is stood up by their contact, but meet Harbo Wiis, the man who has brought the cologne to Tatooine. He mistakes the group as his contacts. He was in such a hurry to get off Tatooine before Ranon's enforcer, Oggun Bantha-Horn started hassling him that he has already transferred the cologne to the group's ship, not realizing his mistake. When he finally does realize the mistake, he runs like hell. When the group reaches their ship in Docking Bay 14, Oggun's goons have surrounded it, seeking the cologne. The group fights the thugs, clearing their way into the ship, but Oggun himself arrives with reinforcements. They manage to lift off in the ship and escape, but this plays into Oggun's hands. Ranon figures that if they can shoot down the ship over the Dune Sea, they can search it at their leisure. As the pursuit charges over the desert, they enter a sandwhirl, which takes out the pursuing fighters, but end sup causing the heroes to crash. They are soon set upon by Jawas, led by Empideera Kkek, who want to salvage from the ship. After some negotiation, they begin repairing the ship, but are soon set upon by Sand People. A ship called the* Star Stalker *recently crashed, covering the mouth of an important cave for the Tusken Raiders, which has left them in need of water and supplies. The leader is identified as A-Zulmun, and he finally explains that many of his people are trapped in the cave, at the mercy of a strange monster. The* Star Stalker *was the ship used to bring the mole serpent to Tatooine, and now the serpent is in with the Sand People. A-Zulmun himself barely survived to escape. Upon arriving at the wreckage to help, the group is attacked by the mole serpent, which is now free. They battle valiantly until Ranon himself shows up, believing they were not*

only there to steal the cologne, but the serpent as well. He pulls out a dart gun with, presumably, the only poison strong enough to kill the serpent, forcing the heroes to try to take it from him. When they finally do, it is useless, as it had been rigged by one of Jabba's agents. The battle continues until the serpent is killed and Ranon and his goons are neutralized. The battle over, the heroes decide to get as far from Tatooine as possible.

(***Between Sand and Sky***)

- *Dayla and Hereven Kev, having bankrupted Captain Roogak of the Ithorian Herdship* Galactic Horizon*, uses this financial leverage to set a trap for Milac Troper.*

(conjecture based on *Welcome to the Jungle*)

- *Aboard the Ithorian heardship* Galactic Horizon*, Ambassador Milac Troper of the Imperial Diplomatic Corps is set to negotiate with a Twi'lek colonial group who have been fighting off corporate incursions in the H'relac system. A group of heroes is working with one of the parties and is soon approached by Troper's assistant, Venra Andsof, about working as extra security for Troper. The heroes accept the job, and head into the jungle where the negotiations are taking place. Once they meet Troper, they find themselves trapped and facing a group of power-draining Hoojibs. They manage to convince the Hoojibs that they are there to foil the Hoojibs masters, who had set them here to go after Troper, and are free to go. After several other encounters with strange jungle creatures, they are attacked by two Wookiees, Friyahrr and Fahraark. Upon defeating the Wookiees, they learn that they are working with Lady Ahrkan . . . better known as Dayla Kev, who is there with her son, Hereven Kev. Forty years earlier, Troper, then a scout, had left Dayla and her husband, Hereven, for deadduring a gasnit attack in the Outer Rim. Hereven died, but Dayla bore his son, whom she named after him, and the two eventually found their way offworld. They have brought the jungle beasts here for revenge on Troper. After a few more encounters, Dayla and Hereven reveal themselves, confronting the heroes and Troper. Troper tries to bargain his way out of the mess, but Hereven attacks. The heroes are forced to defeat he and Dayla in combat, but succeed. Troper survives, Captain Roogak works to take the enemy group into custody, and the Hoojibs are freed from their clutches.*

(***Welcome to the Jungle***)

- *TriNebulon News reports that the thief known as Tombat has stolen Fitz Roi's precious slug throwers during the Priole Danna Festival in Gryle City on Lamiur IV. (Exact date of report via TriNebulon News: 35:7:29 i.e. 29 Melona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #4)

The Adventures of Dannen Lifehold [continued] (AJ short stories: Dave Marron)

Changing the Odds [continued] (AJ3 short story: Dave Marron)

The Adventures of Celia "Crimson" Durasha (AJ short stories: Charlene Newcomb & Rich Handley & Peter Schweighofer)

A Certain Point of View (AJ8 short story: Charlene Newcomb)

Star Wars Missions (youth novel series: Ryder Windham & Dave Wolverton)

Star Wars Missions, Cycle I (youth novel series: Ryder Windham)

Assault on Yavin Four (youth novel: Ryder Windham)

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Escape from Thyferra (youth novel: Ryder Windham)
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Attack on Delrakkin (youth novel: Ryder Windham)
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Destroy the Liquidator (youth novel: Ryder Windham)
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Star Wars Missions, Cycle V (youth novel series: Ryder Windham)
Darth Vader's Return (youth novel: Ryder Windham)*
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Rogue Squadron to the Rescue (youth novel: Ryder Windham)
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Priority X (SWGM12 short story: George R. Strayton)
The Adventures of Tinian I'att [continued] (AJ/TOTBH short stories: Kathy Tyers)
To Fight Another Day (AJ6 short story: Kathy Tyers)
Alone Against the Empire (CM37 short story: Lester W. Smith)
Alone Against the Empire (CM37 short story: Lester W. Smith)

Wookiees Amok (CM37 short story: Timothy M. Ryan)
Wookiees Amok (CM37 short story: Timothy M. Ryan)
The Nuns of G'aav'aar'oon (CM43 short story: Marcus L. Rowland)
The Nuns of G'aav'aar'oon (CM43 short story: Marcus L. Rowland)
Rogue Metal (CM61: James King)
Rogue Metal (CM61: James King)
Buried Treasure (CM67: Greg Videll)
Buried Treasure (CM67: Greg Videll)
Death by Triflexia (CM76: Peter Schweighofer)
Death by Triflexia (CM76: Peter Schweighofer)
Pandora's Box (CM77: Peter Rausch)
Pandora's Box (CM77: Peter Rausch)
Bounties to Die For (G6 short story: S. Mitch Ritchie)
Bounties to Die For (G6 short story: S. Mitch Ritchie)
Wanderer of Worlds (SWGM9 short story: John Dunivant & Bill Smith)
Wanderer of Worlds (SWGM9 short story: John Dunivant & Bill Smith)
Sandbound on Tatooine (SWGM10 short story: Peter Schewighofer)
Sandbound on Tatooine (SWGM10 short story: Peter Schewighofer)
Vader's Quest (comic series: Darko Macan)
Vader's Quest, Part I (comic: Darko Macan)
Vader's Quest, Part II (comic: Darko Macan)
Vader's Quest, Part III (comic: Darko Macan)
Vader's Quest, Part IV (comic: Darko Macan)
Tales from the Star Wars Universe (comic series: Ryder Windham & Mike W. Barr & Henry Gilroy)
The Rebel Thief (comic: Ryder Windham)
The Rebel Thief, Part I (comic: Ryder Windham)
The Rebel Thief, Part II (comic: Ryder Windham)
The Rebel Thief, Part III (comic: Ryder Windham)
The Rebel Thief, Part IV (comic: Ryder Windham)
The Rebel Thief, Part V (comic: Ryder Windham)
X-wing Marks the Spot (comic: Mike W. Barr)
X-wing Marks the Spot, Part I (comic: Mike W. Barr)
X-wing Marks the Spot, Part II (comic: Mike W. Barr)
X-wing Marks the Spot, Part III (comic: Mike W. Barr)
X-wing Marks the Spot, Part IV (comic: Mike W. Barr)
X-wing Marks the Spot, Part V (comic: Mike W. Barr)
Imperial Spy (comic: Mike W. Barr)
Imperial Spy, Part I (comic: Mike W. Barr)
Imperial Spy, Part II (comic: Mike W. Barr)
Imperial Spy, Part III (comic: Mike W. Barr)
Imperial Spy, Part IV (comic: Mike W. Barr)
Imperial Spy, Part V (comic: Mike W. Barr)
Boba Fett: Salvage (comic: John Wagner)
Salvage (comic: John Wagner)
Star Wars Science Adventures (youth novel series: Jude Watson & K. D. Burkett)
Emergency in Escape Pod Four (youth novel: Jude Watson & K. D. Burkett)
Countdown
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Crash Course
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Journey Across Planet X (youth novel: Jude Watson & K. D. Burkett)
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Twist and Shout
Odds Against
Star Wars Missions [continued] (youth novel series: Ryder Windham & Dave Wolverton)
Star Wars Missions, Cycle II (youth novel series: Ryder Windham & Dave Wolverton)
The Hunt for Han Solo (youth novel: Ryder Windham)
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Ithorian Invasion (youth novel: Dave Wolverton)
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Togorian Trap (youth novel: Dave Wolverton)
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Star Wars Missions, Cycle III (youth novel series: Ryder Windham)
Revolt of the Battle Droids (youth novel: Ryder Windham)
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Showdown in Mos Eisley (youth novel: Ryder Windham)
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Bounty Hunter vs. Battle Droids (youth novel: Ryder Windham)
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Tatooine Manhunt (RPG: Bill Slavicsek & Michael Greenberg)
The Bounty Hunter Wars Trilogy (novel trilogy: K. W. Jeter)
The Mandalorian Armor (novel: K. W. Jeter)
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Slave Ship (novel: K. W. Jeter)
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Hard Merchandise (novel: K. W. Jeter)
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Tales of the Black Curs [continued] (AJ short stories: Peter Schweighofer)
Chessa's Doom [flashback] (AJ1 short story: Peter Schweighofer)
Explosive Developments [flashback] (AJ3 short story: Peter Schweighofer)
Solitaire Adventures (RPG series: Troy Denning)
Scoundrel's Luck (RPG: Troy Denning)
The Far Orbit Project (Timothy S. O'Brien)
The Far Orbit Project (Timothy S. O'Brien)
The Hijacking of Shipment 1037
The Capture of Coh Veshiv
The Rival
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Solitaire Adventures [continued] (RPG series: Troy Denning)
Jedi's Honor (RPG: Troy Denning)
The Adventures of Dannen Lifehold [continued] (AJ short stories: Dave Marron)
Changing the Odds [continued] (AJ3 short story: Dave Marron)
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The Far Orbit Project [continued] (Timothy S. O'Brien)
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The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
(Imperial Center) Coruscant Entry

Star Wars #0 (comic: Roy Thomas & Archie Goodwin)
Star Wars #0 (comic: Roy Thomas & Archie Goodwin)
Star Wars #0, Part I
Star Wars #0, Part II
Dread Discovery
A Matter of Monsters
Pursuit Among the Ruins
Do You Know What Your Children Are?
Caverns of Mystery
The Keeper's Secret
The Final Fury
Doctor Death: The Tale of Dr. Evazan and Ponda Baba (TFTMEC short story: Kenneth C. Flint)
Doctor Death: The Tale of Dr. Evazan and Ponda Baba (TFTMEC short story: Kenneth C. Flint)
Star Wars Holiday Special (television special: Rod Warren & Bruce Carol)
Star Wars Holiday Special (television special: Rod Warren & Bruce Carol)
“Animated Computer Record” Section
The Constancia Affair (comic: Russ Manning)
The Constancia Affair (comic: Russ Manning)
Classic Star Wars: The Early Adventures (comic series: Russ Manning)
Gambler's World, Part I (comic: Russ Manning)
Gambler's World, Part II [flashback] (comic: Russ Manning)
Gambler's World, Part III (comic: Russ Manning)
Droids [continued] (comic series/cartoon series: Dan Thorsland & Ryder Windham & Anthony Daniels & various)
"Droids Apple Jacks Comic Strip" (comic strip: Ryder Windham)
Classic Star Wars: The Early Adventures [continued] (comic series: Russ Manning)
Tatooine Sojourn (comic: Russ Manning)
Princess Leia, Imperial Servant (comic: Russ Manning)
The Second Kessel Run (comic: Russ Manning)
Bring Me the Children (comic: Russ Manning)
As Long as We Live (comic: Russ Manning)
The Frozen World of Ota (comic: Russ Manning)
Star Wars Holiday Special [continued] (television special: Rod Warren & Bruce Carol)
Star Wars Holiday Special [continued] (television special: Rod Warren & Bruce Carol)
“Present” Section
Starfall (RPG: Rob Jenkins & Michael Stern)
Starfall (RPG: Rob Jenkins & Michael Stern)
Strikeforce: Shantipole (RPG: Ken Rolston & Steve Gilbert)
Strikeforce: Shantipole (RPG: Ken Rolston & Steve Gilbert)
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Otherspace (RPG: Bill Slavicsek)
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The Spira Regatta (AJ1 short story: Paul Sudlow)
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The Quality of Mercy (AJ1 short story: Nicky Rea)
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The Araquia
Pig in a Poke
The Araquian Encampment
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The Tales of Roark Garnet (AJ short stories: Ken Rolston & Peter Schweighofer)
Regina Cayli (AJ1 short story: Ken Rolston)
Stranded (AJ1 short story: Chuck Truett)
Stranded (AJ1 short story: Chuck Truett)
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The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)
Uhl Eharl Khoehng (AJ8/TFTNR short story: Patricia A. Jackson)
You're in the Army Now (AJ2 short story: James Cambias)
You're in the Army Now (AJ2 short story: James Cambias)
Shopping Trip
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Locating the Spares
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Stealing the Spares
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The Way of the Yrashu (AJ2 short story: Dustin Browder)
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The Prophecy (AJ2 short story: J.E. Lauterio)
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The Void Terror (AJ3 short story: Peter Schweighofer)
Enemies for Life (AJ4 short story: Stephen Luminati)
Enemies for Life (AJ4 short story: Stephen Luminati)
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Loyalties (AJ4 short story: James L. Cambias)
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The Adventures of Drake Paulsen [continued] (AJ short stories: Patricia A. Jackson)
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Stand and Deliver (AJ5 short story: John J. Richardson III)
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Swoop Gangs (AJ6 short story: John Beyer & Wayne Humfleet)
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The Cure (AJ6 short story: James L. Cambias)
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Finder's Fee (AJ6 short story: Peter Schweighofer)

A Taste of Adventure (AJ7 short stories: Tony Russo)
Rebel Escape (AJ7 short story: Tony Russo)
- There Will be No Dying in My Place!
- I'm Not Sure This is a Good Idea
- Making the Escape

The Battle for Gap Nine (AJ7 short story: Tony Russo)
- Shootout on Gap Nine
- The Swamp Seer
- Divide and Conquer

Silent Fury (AJ7 short story: Tony Russo)
- Voyage to Kragg's Fury
- The Pirate Ship
- Fury's Bridge

Old Corellian: A Guide for the Curious Scholar (AJ7 short story: Patricia A. Jackson)
Old Corellian: A Guide for the Curious Scholar (AJ7 short story: Patricia A. Jackson)
Lumrunners (AJ9 short story: John Beyer & Wayne Humfleet)
Lumrunners (AJ9 short story: John Beyer & Wayne Humfleet)
Do No Harm (AJ10/TFTE short story: Erin Endom)
Do No Harm (AJ10/TFTE short story: Erin Endom)
The Capture of Imperial Hazard (AJ10 short story: Nora Mayers)
The Capture of Imperial Hazard (AJ10 short story: Nora Mayers)
A Free-Trader’s Guide to the Planets (AJ10 short story: Timothy O’Brien)
A Free-Trader’s Guide to the Planets (AJ10 short story: Timothy O’Brien)
The Farrimmer Cafe (AJ11 short story: Jean Rabe & J. Allan Fawcett)
The Farrimmer Cafe (AJ11 short story: Jean Rabe & J. Allan Fawcett)
- Now Serving . . .
  - The Patrons
  - The Cafe Staff
  - The Food and Beverages
- There is No Motion
- Such a Deal
- Food Fight
- Tall Tales
- A Friend in Need
  - On the Run
- Let the Wookiee . . .
- A Hot Tip
- Has Anyone Seen My Snuzzleguff?

The Ando Project (AJ11 short story: Chris Doyle)
The Ando Project (AJ11 short story: Chris Doyle)
- A Secret Mission
  - The Aft Storeroom
- Planetfall on Ando
  - The Azure Overlook
  - Meeting Koral-tae
- Night Fishing
  - Sortie by Darkness
  - Poachers in the Mist
- Special Delivery
  - Searching for Clues
    - Deck 2: Crew Quarters
    - Deck 3: Processing Plant
    - Deck 4: Storage
  - Covert Operation

Eclipse Arrives
Showdown at Uridia
Sneaking Inside the Base
Living Area
The Research Bag
The Hatchery
Rebel Objectives
Escape
Black Sands of Socorro (RPG: West End Games)
Black Sands of Socorro (RPG: West End Games)
Shape-Shifters (AJ12 short story: Pablo Hidalgo)
Shape-Shifters (AJ12 short story: Pablo Hidalgo)
Proteans
The Polydroxol
Hour 72
Hour 77
Hour 81
Hour 84
Hour 87
Hour 102
Hour 113
Hour 114
Hour 115
Hour 115.5
Stennes Shifter
Shi’ido
Festival of the High Winds (AJ12 short story: Tom Pixley)
Festival of the High Winds (AJ12 short story: Tom Pixley)
The Festival Begins
Arriving at the Festival Site
Vendors and Merchants
The Opposition
Bars
Opening Ceremonies
Soaring the Deserts of Sevarcos
Imperial Mines
Sandstorm
Lookout Point
Damage and Repairs
The Simple Rescue
Lord Rha's Mines
The Imperial Convoy
"You're Not Actually Flying Into an Asteroid Field!"
The Last Hand (AJ13/TFTNR short story: Paul Danner)
The Last Hand (AJ13/TFTNR short story: Paul Danner)
The Occupation of Rhamalai (AJ13 short story: (M.W. Watkins)
The Occupation of Rhamalai (AJ13 short story: M.W. Watkins)
The Breath of Gelgelar (AJ14 short story: Jean Rabe)
The Breath of Gelgelar (AJ14 short story: Jean Rabe)
No Disintegrations, Please (AJ14/TFTNR short story: Paul Danner)
No Disintegrations, Please [flashback] (AJ14/TFTNR short story: Paul Danner)
Alien Encounters: An Extinct Guest (AJ14 short story: Trevor J. Wilson & Craig Robert Carey)
Alien Encounters: An Extinct Guest (AJ14 short story: Trevor J. Wilson & Craig Robert Carey)

Alien Encounters: The Shard (AJ15 short story: Stephen Kenson)
Alien Encounters: The Shard (AJ15 short story: Stephen Kenson)
The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)
Laughter After Dark [flashback] (AJ15 short story: Patricia A. Jackson)
The Adventures of Cecil Noone and His Crew (AJ15/G1 short stories: Daniel Wallace)
The Great Herdship Heist (AJ15 short story: Daniel Wallace)
Fair Prey (G1 short story: Daniel Wallace)
The Draw (AJ15 short story: Angela Phillips)
The Draw (AJ15 short story: Angela Phillips)
The Lambda Heist (G2 short story: Peter Schweighofer)
The Lambda Heist (G2 short story: Peter Schweighofer)
    Scout Base
    Shellar's Junkyard
    Double-Cross
Talnar's Rescue (G5 short story: Sterling Hershey)
Talnar's Rescue (G5 short story: Sterling Hershey)
    To the Rescue
    Searching the Crash Site
    The Bridge
    City Search
    Prit's Free Pit
    Investigating the Oquan
    Ejected!
    The Swap
Damsel in Distress (RPG: Stephen Kenson)*
Damsel in Distress (RPG: Stephen Kenson)*
    Tracking the Damsel
    Found!
    Troopers
    The Escape
***NOTE: This adventure was a bonus, presented only on the Wizards of the Coast website.**
Between Sand and Sky (RPG: J. D. Wiker)
Between Sand and Sky (RPG: J. D. Wiker)
    The Wrath of Ranon
        A Simple Misunderstanding
        Across the Dune Sea
    A Tour of the Dune Sea
        Digging Out
        The Tusken Raiders
    The Thing in the Sand
        Danger Under the Sands
        Danger Under the Suns
    Epilogue
Welcome to the Jungle (G6 short story: Darren Drader & Steve Miller & Brandon McLendon)
Welcome to the Jungle (G6 short story: Darren Drader & Steve Miller & Brandon McLendon)

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- *The Alderaan Expatriate Network goes online, reporting to the galaxy at large the truth about the destruction of Alderaan by the* Death Star*. (Exact date of report via Alderaan Expatriate Network: 35:8:4 i.e. 4 Yelona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*
Adventure Journal #4)

- *After the destruction of Alderaan, the renowned Alderaanian poet Hari Seldone, who was off-world at the time of Alderaan's destruction, writes the article "Requiem for Alderaan" as a "chronicle of a murdered world."*
  (***The Illustrated Star Wars Universe: Alderaan Entry***)
- *Daye Azur-Jamin reaches a Rebel base and receives droid braces for his legs and an eyepiece to go over his damaged eye.*
  (conjecture based on *Only Droids Serve the Maker*)
- *Thrawn learns of the ysalamiri on Myrkr.*
  (conjecture based on the *Heir to the Empire*)
- *Dirk Harkness leaves the Rebellion to kill Imperials on his own, though he rejoins after only a short time.*
  (conjecture based on *Chessa's Doom*)
- *Cynabar's InfoNet reports on the possible future clamping down by the Empire on Chandrilla, foreshadowing events to come. (Exact date of report via Cynabar's InfoNet: 35:8:8 i.e. 8 Yelona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*
  Adventure Journal #4)
- *The Rebels Toalar, Woyiq, and Daye Azur-Jamin (fresh with droid-like braces to allow his legs to operate and a droid-like eye appendage to help him see) drop off a stash of weapons for the underground on Monor II (AKA Kline Colony). They are preparing to send a message beacon to let the resistance know where to pick up the weapons when they are boarded by Imperials. They are to be taken to Administrator Brago as captured smugglers, but they manage to get the message beacon launched before the Imperials destroy their ship and take them to the planet. They are locked up separately, and Daye's eyepiece and leg braces are taken from him, leaving him unable to walk or see clearly. Elsewhere on Monor II, Daye's former fiancée, Tinian I'att has arrived with her Wookiee bounty hunter mentor, Chenlambec. They break into the facility where the leader of the Sunesi resistance, Agapos IX, is preparing another rebellious transmission. With the help of their droid, Flirt, they get in and capture Agapos, but Chen is wounded. In his peaceful nature, Agapos uses the Force to heal Chen. They then escape. Back at the prison, Daye is saved by his fellow Rebels and the Rebel mole on Monor II, Urek, who happened to be aboard the ship that captured them. They are helped by a group of Sunesis, led by Agapos' first disciple, Nee. They escape aboard a ship, but Nee is wounded. She uses the Force to heal herself, and Daye realizes that he might be able to use his connection to the Force to heal himself. A short bit later, the Force, the Maker, or whatever is out there, grants Daye back the sight in his eye, making him realize that the Force really* is *powerful, and can truly heal him. They receive a message telling them that Agapos has been killed at the base, but upon seeing Chen's* Wroshyr*, Daye believes that Chen and Tinian have pretended to kill him in an attempt to save his life, which is the kind of Rebel-aiding activity that Una Poot told him Chen engaged in. Daye, Woyiq, Toalar, and the resistance member Hoil set off chasing the* Wroshyr*, even as the ship escapes into hyperspace, badly damaged by Brago's forces. The* Wroshyr *makes its way to Tekra Point, a Rebel station. En route, Chen and Tinian reveal that they are saving Agapos' life and taking him to safety. They arrive, followed shortly thereafter by Daye and company. Tinian and Chen are already leaving, and Daye talks to Agapos about his feelings for her, and how he wishes to someday see her again when he is "whole." Agapos takes Daye as his acolyte, knowing that they each have a long road ahead of them, both personally, and for the greater good of the galaxy.**

(***Only Droids Serve the Maker***)*

***NOTE: I know that this story mentions the New Year's Fete Week, so before you argue that it should be placed at the end of the year instead of around the middle, I'd ask that you remember that ANH did *not* take place at the exact new year's mark. It took place a few months into the year, which means New Year's Fete should take place about half a year in either direction from ANH.**

- *In an Imperial facility, Darth Vader visits a scientist working on the next great Imperial weapon. Five stages of the operation are complete, with only one to go. Vader leaves as the scientist schemes to replace him at the Emperor's side. In space, the* Lightrunner *heads toward its destination, carrying the Shi'do anthropologist Hoole, DV-9 (a tutor droid), and Hoole's two young charges, Zak and Tash Arranda, whom he adopted when their parents were killed when Alderaan was destroyed. Tash is curious about mysterious tales of Jedi Knights, but has been unable to find information on them beyond a Jedi historical story written by "ForceFlow" on the HoloNet. ForceFlow never responded to her messages asking for more information, and the story was removed from the HoloNet, it seems. Zak is more curious about their "Uncle" Hoole. When he tries to sneak into Hoole's office quarters, he is met by the shape-shifting Shi'do and reprimanded. Hoole tells Zak that they are heading for the planet D'vouran (a beautiful blue-white planet), which had* never *been noted on any starcharts until suddenly appearing from out of nowhere near a busy space-lane. The* Lightrunner *is suddenly pulled from hyperspace by D'vouran's gravity . . . fifteen minutes early. The planet has apparently changed its location. They land and meet members of the native Enzeen species, who are hoping to have their world become a major colonizing world. They also meet Kevreb Bebo, a nutty hermit who yells that people have been vanishing. No one believes him, so he says he is going back to his hiding place to bring his companion, Lonni, to help convince people. Hoole will need to head out to do his research soon, so he arranges to leave Zak and Tash in the care of an Enzeen named Chood when he leaves. Before he heads out, though, they all go to a local cantina, the Don't Go Inn (insert bad pun groans here). Inside, they are accosted by Smada the Hutt and his Gank henchmen. Smada wants Hoole to perform an assassination for him using his shape-shifting abilities. When he refuses, Smada prepares to kill Zak and Tash, but not before insinuating that Hoole is more than he appears to be. Before Smada can make good on her threat, though, several people step up from their table to help—Han Solo, Chewbacca, Leia Organa, and Luke Skywalker. Smada leaves in anger, and the Rebels and the* Lightrunner *folks sit and chat a while. Tash is interested in Luke's lightsaber and what he might know about the Jedi and this "Force" that ForceFlux spoke about. Hoole is more interested in the fact that Han and Chewie can help fix the* Lightrunner*. Han is interested in the fact that the* Millennium Falcon *was also pulled out of hyperspace early. Their conversation is interrupted by a scream from outside. When they rush to help they find Bebo grieving because he brought Lonni into town with him and she vanished into thin air. The colonists and Enzeen shrug it off, and Chood tells them that Bebo was the captain of the* Misanthrope*, the Imperial cargo ship that crashed onto D'vouran, thereby "discovering" it in the first place. The Imperials now want him for questioning, but the Enzeen have allowed him to stay. They say he was the only survivor, with no mention of any "Lonni." Later, as Chewie, Han, and Hoole deal with the* Lightrunner*, and Zak works on his skimboard (read: distant cousin of Griff Tannen's* Mad Dog *hoverboard from* Back to the Future, Part II*), Tash uses the* Falcon*'s computer to look for information on the planet and the* Misanthrope*. She finds the original Imperial file reporting the crash, but when she stumbles upon a second file that is encrypted, she must terminate the connection because the Imperials (presumably) begin tracing the connection. Soon, the* Lightrunner *is relatively fixed, and the Rebels leave on the* Falcon*, though Luke implies that he'll see Tash again. That night, Tash and Zak stay with*

Chood, but are attacked in the night by Smada's henchmen. They race into town to get away, and after waking just about everyone in earshot, they turn to find that the pursuers have vanished into thin air. The next morning, no one believes Tash and Zak was too sleepy the night before to have any clear memories of the henchmen. Zak goes out on his skimboard to clear his head, hoping to use its new enhancements to clear a vertical climb of 6 meters, which would break the previous record of 5 meters. He tries, but manages to fall to the ground, only to be surrounded by Smada and his goons. Bebo then shows up shouting that they are all doomed. When Smada's goons fire on him, the blasts are deflected as if by an energy shield. Before the goons can attack Bebo hand-to-hand, Hoole shows up with a group of colonists. Smada backs down and leaves. Tash knows that Bebo knows something about the vanishings, so she and DV-9 (Deevee) go with him into the woods to learn what he can show them. Deevee manages to get left behind a tiny bit, so Tash and Bebo arrive at his hiding place first. They enter and Tash realizes they are in a subterranean Imperial laboratory. Bebo shows her a strange pit from which Tash's latent Force-attunement gives her a great sense of evil. Deevee then arrives and uses a recorded krayt dragon howl to scare the Hell out of Bebo, whom he thought was trying to kidnap Tash. Bebo asks Tash to go to town and help explain the danger of the disappearances, since no one believes him. He explains that there were 20 survivors of the Misanthrope *crash, but all vanished. The only way he has stayed alive is due to a pendant he wears, which he found in the Imperial lab. It seems to emit a strange energy field, but is far more complex than anything they have thus far encountered. He gives Tash the pendant and sends her back to town. Once she leaves, one of Smada's goons kills him. On their way to town, Tash and Deevee are attacked by Enzeen (including Chood) when they see the Enzeen using their incredibly long tongues to seemingly take nourishment from the ground, like a mosquito on flesh. They are attacked, but when Deevee falls, he urges Tash to continue. She is then caught by the Enzeen, but a groundquake (which she thinks* might *have been caused by her attempt to tap into the Force) gives her the distraction she needs to escape. When she arrives in the town, though, she finds everyone has vanished. She seeks out Smada's hideout, hoping to find Zak and Hoole captured, not dead. She* does *find that Smada has captured Zak, but has no idea where Hoole is. Zak is released to be killed, but Deevee arrives, uses the howl again, and in the distraction, all three of them escape. They are pursued by Smada's goons. When they are cornered, the goons begin being sucked into the ground, which one says feels being eaten alive (oh, how right he is). Deevee is not alive, so he is not devoured. Tash's pendant keeps her and Zak safe. Smada is safe aboard his hoversled. But, of course, the Enzeen show up and capture all of them, anyway. The Enzeen, led by Chood, take them to the Imperial lab and to the huge pit that leads into the D'vouran depths. Chood explains that the planet was artificially created (by the Imperials, we are led to believe), and is in fact a living organism, feeding on the colonists. The Enzeen are parasites who are fed by D'vouran, so long as they help lure new food (colonists) to the planet to feed the world. The planet normally feeds once or twice per day, hence the small amount of disappearances, but when it sensed that its secret was about to be revealed, it devoured everyone in the town at once to save itself. Now, Smada, Tash, and Zak are to be lowered into the gaping hole, where they will be devoured over a period of weeks by a molten substance of the planet. They are being lowered when one of the Enzeen morphs into a Wookiee and beats up the rest. The Wookiee then morphs into its true form—Hoole. Hoole finds Zak's confiscated skimboard and gets it to the kids and Smada. The kids use it to escape, but Smada manages to try to steal the board and ends up dropping into the digestive fluid. Hoole is attacked by Chood, and Chood manages to gain possession of the pendant before he falls into the fluid. (The planet doesn't like*

this one bit.) Hoole reactivates Deevee and they head for the surface. They reach the surface and find the world erupting around them, seeming to self-destruct. They board the skim board (with Hoole as a rodent to decrease his weight) and make it to the Lightrunner*, but the ship is too bogged down to take off. The* Millennium Falcon *appears overhead (Luke wanted to see Tash again), and they quickly board the ship and leave D'vouran. They prepare to jump to hyperspace, but the planet (along with its gravity well) is chasing them. Finally, Han turns them toward the planet and uses its gravity to slingshot them to safety as the planet finally convulses and then shrinks into nothingness, apparently having devoured itself. They escape to hyperspace, glad that the threat of the monstrous planet has ended. Hoole vows to track down the Imperials behind the plot, but whether it is to stop them or join them, Tash cannot be sure. On the Outer Rim, a starliner is pulled out of hyperspace. Ahead of them looms a beautiful blue-white planet that shouldn't be there . . .*

(***Galaxy of Fear: Eaten Alive***)

- *Colonial News Nets reports that an infestation of greddleback bugs on Bethal has reached the point of being capable of shattering the world's economy. (Exact date of report via Colonial News Nets: 35:8:17 i.e. 17 Yelona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)

- *Imperial HoloVision reports an announcement by the Imperial Navy, via Admiral Kemel Trowe. In the announcement, the Empire takes responsibility for the destruction of Alderaan by the* Death Star*, but says it was justified by an Alderaanian bioweapons project. As for the current status of the* Death Star*, the Empire will not comment. (Exact date of report via Imperial HoloVision: 35:8:22 i.e. 22 Yelona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)

- *Angered that the interference of Hoole and his companions has caused D'vouran, part of Project Starscream, to go loose, the scientist in charge contacts Dr. Evazan AKA Dr. Death on Necropolis to ensure that his phase of the plan is going well. Evazan assures him that it will be completed soon. Hoole, Zak and Tash Arranda, and DV-9 are dropped off on the planet Necropolis by the Rebels aboard the* Millennium Falcon*. There, they will buy a new ship. Almost immediately, Zak (who has been having nightmares about his parents) nearly beats up a local boy, Kairn, and offends the Master of Cerements, Pylum. It seems that on Necropolis, the dead are given great respect and reverence due to a curse from a millennium earlier. The witch named Sycorax had come to the world and been treated harshly by everyone on the world. When she died she said that if the people of Necropolis ever ignored the dead, they would rise again to take vengeance. Ever since, they have tried to keep the curse from coming true. They all head for the local hostel for a place to stay, and after joking about how they had blasters pointed in their faces the last time they charged into such a place (on D'vouran), they charge right in . . . only to have Boba Fett pointing a blaster in their faces. Fett had tracked a bounty, N'haz Mit, to Necropolis, killed him, and then had to return to kill him* again*. He believes Dr. Evazan could be behind it and demands to know where he is, but no one is talking. Fett leaves. The next night, Zak is dared by his new friend Kairn and Kairn's friends to sneak his way to the middle of the Necropolis graveyard to the Crypt of the Ancients and stick a knife into one of the nearby graves as proof of his bravery. Zak goes into the graveyard and to the crypt. There, he prays to Sycorax to bring his parents back to life, though it is no use. Afraid of the boneworms underfoot that gnaw marrow from bone, he prepares to head away, only to have one of the dead rise. He avoids that zombie*

only to have others popping up all over the place. He freaks out and calls Kairn for help. He hears Kairn "argh" in pain and then finds him dead, with a drop of cryptberry juice on his lips. He then turns to find Dr. Evazan standing before him, saying that Zak is next. Boba Fett arrives and kills Evazan for his 12 bounties, but Zak thanks him even though he wasn't trying *to save Zak. Pylum hears of the zombies and begins speaking of the Curse of Sycorax, but when they look in the graveyard, there doesn't seem to be any trouble, and it is against their ways to exhume the graves to check for bodies. Later, Tash overhears Hoole in his room talking to Boba Fett about a job. Later that day, Hoole takes them to meet the starship salesman, Meego, who offers them a ship within their price range (finally), but notes that the ship they were looking at, Dr. Evazan's* Shroud*, is not yet for sale, since Evazan just died. That night, Tash decides that she and Zak should stake out Fett's ship. When Fett leaves, she and Zak, curious about both Fett and Hoole, follow him. When they lose track of him, they split up. Tash finds Fett, but learns nothing. Zak, on the other hand, finds a semi-zombie Kairn, who takes him to the Crypt of the Ancients. Inside, he finds Dr. Evazan also alive, though he has an annoying twitch. Evazan has concocted a means to reanimate the dead. He first finds a dead subject, which he injects with his reanimation serum. Then the body is buried and the slime trails of the boneworms adds the final chemical, causing the body to be reanimated in a state that is incredibly strong and open to command from Evazan. Kairn is of a newer version of the serum, though, and could have free will if he really tried. Evazan is also of the new serum and retains all his memories and free will. Evazan has realized that the "twitch" he has may be a side-effect of original death, so he decides that he will use a cryptberry formula that induces a death-like coma in the victim, then use the serum on Zak before his friends can bury him. Then as he is buried alive, he will suffocate or die as boneworms eat him, which means that the slime should act upon him far sooner than with other subjects, reanimating Zak into a new generation of zombie. Zak doesn't like this, but doesn't exactly have a choice. He is injected with the cryptberry extract and then with the serum and left for dead. His friends find him and bury him. As the family prepares to leave, Deevee goes to the ship dealer to check on their ship. Meego says that there has been a mistake. Their ship was already per-sold to another buyer. Deevee uses is knowledge of the galaxy to persuade (extort, perhaps) Meego into letting them have the* Shroud *for the money they had already paid, plus a tiny bit more to keep the ship's computer memory intact. In the memory, Deevee learns of Evazan's plot, along with the fact that Zak is probably in a death-like coma, not actually dead. As he prepares to leave, Fett stops him. He convinces Fett that Zak may know where Evazan is and they go to the cemetery and exhume Zak just as the bloodworms reach him, possibly affecting him with their slime. Pylum arrives with a mob and says that all the desecrators (Hoole, Tash, Deevee, Zak, and Fett) will be tossed into the Crypt of Sycorax as punishment. They are, followed by Pylum himself who reveals that he is an ally of Evazan. He had tried to prove that the curse, and thus his faith, was true years ago by breaking into the crypt, but all he found was the tattered bones of the long-dead Sycorax. After that, he began working with Evazan since the rising zombies helped feed his power with the populace. As Evazan calls zombies to attack everyone, Deevee uses Evazan's computer and a serum sample to create a chemical to counteract the reanimation. They get the chemical and begin putting it on zombies, who drop left and right. Kairn accidentally contacts some and dies (well, un-re-animates or somesuch) as Fett takes the rest of the vial of the chemical and tosses at Evazan, where it smashes on his face and sends him back to death as well. The day is won, but Fett tells Hoole that he's not crazy enough to take the mysterious job Hoole offered. Fett leaves and then the family heads out aboard the* Shroud*. They are a bit wary of Zak's health, since he* did *have contact with*

the cryptberry formula, the serum, and possibly the slime, but he insists he is okay . . . even as he begins to notice a strange twitch . . .

(***Galaxy of Fear: City of the Dead***)

- *Imperial HoloVision reports the addition of Mon Mothma and Leia Organa to the* Imperial Enforcement DataCore*, a listing of the galaxy's most wanted criminals. (Exact date of report via Imperial HoloVision: 35:9:1 i.e. 1 Relona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)

- *Emperor Palpatine contacts the scientist running Project Starscream and voices his displeasure at having the D'vouran and Necropolis phases shut down. The scientist will be running the next phase personally, though, so he expects no trouble. In space, Hoole, Zak Arranda, Tash Arranda, and DV-9 travel in the* Shroud*. Tash has sent a partial upload of Evazan's encrypted files to her contact, ForceFlow, to have him try to decode them. The illness Zak contracted on Necropolis from Dr. Evazan's experiment is making him quite ill, so they head for the planet Gobindi, to take him to the Mah Dala Infirmary, part of the Imperial Biological Welfare Department. They arrive at Gobindi and see an Imperial blockade set up to stop "pirates," but all Hoole has to do is transmit his identification and they get through. They land on a ziggurat near the hospital and take him straight there, with the aid of Hoole's old acquaintance Dr. Kavafi. As they head out, though, Tash checks her HoloNet messages. ForceFlow has warned her to stay away from Gobindi. Zak begins to be taken care of, and Kavafi says it is probably a type of influenza that is taking its toll on him. Kavafi gives Tash an injection "just to be sure," after showing her the virus under an electroscope. Hoole prepares to go about some anthropological business, so he has Kavafi take Tash and Deevee downstairs so they can return to the* Shroud*. On their way back to the ship, they encounter a strange blob creature. They are saved by Wedge Antilles, who is on the planet with a few other Rebels to monitor Imperial activities. The blockade is keeping them from getting offworld, but when they learn that Tash and the others got through, Wedge suggests that the could go with them when they leave. In their talks, Tash tells him of her hatred for the Imperials and her interest in the Jedi, which prompts Wedge to tell her that Jedi don't seek revenge. He then warns her that in the past few weeks, no one has come out of the Infirmary alive. She rushes back to the Infirmary to check on Zak. She learns that he is getting bacta treatment for* influenza necrosi*, and will be fine. She is asked to calm down and is shown to a computer terminal to look at the IBWD's research goals. When she enters the password "Starscream," the words "Imperial Biological Welfare Division" become "Imperial Biological Weapons Division." She heads back to the ship. Wedge catches her a short while later at the ship and asks for her help to get off-planet. One of the four Rebels has been captured (a Rodian). Suddenly, a blob attacks one of the Rebels, but they beat it off. Tash hurries back to the Infirmary to help Zak, but he and Deevee have already left. Zak thinks a blob may have gotten Tash, since she's not at the ship, so he and Deevee go down the landing pad ziggurat and make their way across the blob-infested underworld until reaching the huge ziggurat that houses the IBWD facility. They see a strange chemical symbol on the door that seems to be some kind of cure for a virus, which is when they realize that the entire ziggurat (in fact, probably all of the ziggurats) is a storehouse to contain an incredibly powerful virus, to keep it from running rampant again, as it did ages ago. At the Infirmary, Tash is caught snooping but claims to be delivering an electroscope she snatches up to Kavafi. She sees Kavafi and Hoole enter a lift and head to a sublevel of the structure and she follows in another using the "starscream" password for access. The sneaks through the facility, finding a set of isolation cages where beings are being infected with a powerful virus, which is taking over*

their entire body to change them into blob creatures until the body inside the blob suffocates. She walks into an open area, which then closes into an airtight room, into which Dr. Kavafi is shoved. But this is the real *Kavafi. The one she had met is actually the scientist behind Project Starscream—a Shi'ido shapeshifter like Hoole. The Shi'ido then gloats about his project and starts to fill the room with the virus before leaving them to die. The real Kavafi tells Tash that the virus feeds on the chemicals released through strong emotions. Tash uses the electroscope to see the virus as it moves through the room, but she is immune . . . or so it seems. She's actually been infected already by her injection, which means the virus doesn't* need *to reinfect her. She escapes out a vent and finds Hoole in a cell, having to constantly shapeshift to keep the virus from invading his body. As the scientist Shi'ido gloats, Tash's lump from the injection begins to spew slime. The reaction is starting. She fills with rage and a need for revenge, but when that helps the virus spread, she remembers Wedge's comment about Jedi and inner peace, she calms herself and the virus loses its grip on her. She frees Hoole and they go free Kavafi. Outside, the Rebels save Zak and Deevee from the blobs, only to have the door behind them open to reveal Hoole, Tash, and Kavafi. Deevee tells them that they have the formula for the cure (which was on the ziggurat) and they proceed to cure themselves and as many others as possible. As they leave Gobindi with their Rebel friends, they discuss the virus. It seems that the Gobindi civilization encountered this virus but managed to defeat it and lock it away. But the Gobindi civilization* did *die out due to a virus. And if they could beat* this *one, then the one that killed them must be incredibly strong. Elsewhere, the Shi'ido scientist flees Gobindi . . . and in his hands is a vial of the virus that wiped out the Gobindi civilization . . .*

(***Galaxy of Fear: Planet Plague***)

- *The scientist behind Project Starscream is highly pissed. Zak and Tash Arranda, along with DV-9 and Hoole, have managed to destroy three of his Starscream experiments. He is ready to test the fourth, and decides that Zak and Tash would make perfect subjects. Aboard the* Shroud*, Hoole, who needs to go off on his own to look for information about Project Starscream, tells the kids that he will be leaving them and Deevee on Hologram Fun World for their own safety and so that they can have fun, as kids should. They ask him who the scientist was, since they know Hoole knew him. Hoole says that the scientist's name is Borborygmus Gog. Before they arrive at Fun World, ForceFlow answers Tash's request for Hoole's personnel files and learns that four years are missing from his personal records. They arrive at Fun World and Hoole leaves. They are assaulted by a rancor, but it turns out to be a hologram. Deevee tells them that he was unworried because once his sensors realize that something isn't real, it is impossible for him to treat it as anything other than a trick of light and such. Zak and Tash lead Deevee around the park as they explore. Some holograms are semi-solid (probably using some kind of matter transporter, a la* Star Trek: The Next Generation*), while others are simply highly advanced tricks of light. As they explore, they meet Lando Calrissian, who is there to possibly purchase Fun World. He asks the kids if they'd care to let him tag along to see how much kids actually like Fun World, but Deevee is wary. They catch up to Lando later while he is in a sabacc game with Dengar and two others. Lando teaches Zak all about sabacc, bluffing, and how to use an automatic card shuffler. The next day, they wander the park and Zak stumbles upon something called the Nightmare Machine. Inside, he witnesses Gog strapping two children to a table. Then a strange creature with a huge brain sac (hereafter the "brain monster") opens its mouth and two tentacles come out and latch to the children's foreheads. Zak freaks out and runs from the attraction. Lando takes them to the baron administrator, Danna Fajji, to see if he can tell them what is going on. Fajji takes them back to the Nightmare Machine and tells them that it is based on a process of mind scanning (to find one's worst*

fears) and then playing out those fears until the person orders the simulation ended or faces their absolute worst fear. He says that Gog's presence was probably just Zak experiencing the machine's effects. They step out, but the kids want to try it out again now that they know that it is safe. They go back in alone and the simulation begins. After leaving the machine, they then witness the majority of Fun World's tourists vanish. They were holograms, it seems, though Zak has his doubts. That night, Zak hears Tash murmuring "one of use must die," but she doesn't remember saying it. They go out with Lando the next morning and are accosted by the rancor again, but this time it really eats Lando! Deevee leads them in running away from the supposed hologram, but as they escape into water, they are swallowed by a whaladon. Deevee saves them by using a torch they didn't know he had. All the while, Tash keeps glazing over and saying "one of us must die." They lose sight of Deevee, and wander into a place called the Master's Workshop. It's great for the kids. Zak sees plenty of items to tinker with, which is his passion, and Tash finds a lightsaber, which fits with her longing for Jedi knowledge. As soon as she activates the lightsaber, the droid parts in the room come to life and attack them. The moment Tash shuts it down, they shut down, and the Arrandas escape. They try to hide in an airlock, but as Zak sees the brain monster (which he's been seeing glimpses of all along), the airlock opens and Tash is nearly blown out into space. They look up to see Hoole there to help. But Hoole takes them to Gog, whom he has been working with all along. The kids escape and make it to a holographic simulation room called the Star Chamber. Inside, they witness the Death Star *destroying Alderaan and then turning its sights on them. Deevee shows up and shows them the way out to safety. Once they are safe, Zak realizes that they are still in the Nightmare Machine! They only thought they left. That would account for the increasing horrors and the fact that Deevee is reacting to holograms, which he said he couldn't do. They realize that they can't end the simulation by voice command as Fajji had said, so they decide that they must face their worst fear—losing each other. As Zak blasts himself out of an airlock, he and Tash awaken on a table in the Nightmare Machine (in the real world this time), where they are held by the brain monster. The door bursts open and Lando charges in to save them, blasting the monster straight through its skull. They are captured by Imperial troopers and Gog himself, though. They are placed aboard a shuttle which will take them to Gog's ship in orbit. The shuttle lifts off bearing Lando, Zak, Tash, Deevee, a pilot, and a stormtrooper. Suddenly, the stormtrooper knocks out the pilot and shapeshifts. It's Hoole. He had learned where Gog was going and had raced back to save them. It seems Gog has taken on a personal vendetta against the Arrandas (which will only intensify now that he has once again seen evidence of the Force in Tash during their confrontation). Hoole uses the shuttle to escape Gog's ship and they soon transfer to the* Shroud*, while Lando transfers to his ship. They have foiled yet another part of Project Starscream, but Hoole knows just how vengeful Gog can be. The galaxy has just become a much more dangerous place for the Arranda children . . .*

(***Galaxy of Fear: The Nightmare Machine***)

- *Borborygmus Gog and Darth Vader meet. Vader tells him that he has ordered the deaths of Zak and Tash Arranda, along with Hoole (and vicariously DV-9). In space, the targets of this death warrant blaze through space in the* Shroud *on their way to Tatooine. Hoole knows that they must find a place to hide, and he believes Jabba the Hutt can help them contact the Rebel Alliance. They arrive and speak with Jabba, who alludes to Hoole's past yet again. He does not know where to find the Alliance, but he suggests that they head to the Auril system, where there is rumor of Jedi activity. Hoole takes this under advisement and they leave. Tash suggests that they contact Forceflow to find a good place to hide. When they do, he suggests that they meet in person at specific coordinates,*

which are also in the Auril system. They arrive in the system and nearly crash into the abandoned space station Nepsis 8, which was thought to be merely legend. The Jedi were said to have built the station as a meeting place and stored a great Jedi library there (which could contain information to help destroy Project Starscream), but the library is said to carry a Dark Jedi curse. They land and meet Forceflow, which is the first time that Forceflow learns Tash's true name (she had been going by Searcher1). He takes them to a place called the solarium, where several others are sitting. They are treasure hunters looking for the Jedi library. They include a woman named Domisari and a man named Dannik Jerriko, whom Zak recognizes from Jabba's palace. He's also a new arrival on Nepsis 8, which helps confirm Zak's recognition. Later, they hear a scream and rush to a section of vents where they find Mangol, another treasure hunter, dead, but holding a book from the Jedi library. The curse has struck. No one but a Jedi is supposed to be able to enter the library and live. The others (i.e. everyone but Tash) don't believe in the curse and think that it could be the work of the legendary Anzati assassins. They take the body back to the solarium. Later, Tash wants to prove her Force-attunement by finding the library, so she goes through the path Mangol took, but upon getting to the library, hears a great scream of "Get out!" through the Force. She screams and the others come to her. All but two treasure hunters head back to the solarium, where they find that Jerriko is nowhere to be found . . . and neither is Mangol's body. They then hear two screams—the treasure hunters have been hit by the curse. This only leaves Hoole, Zak, Tash, Deevee, Jerriko, Forceflow, and Domisari. They corner Jerriko and accuse him of the murders, but he shows them t'bac ashes to prove that he was off smoking at the time. Domisari tells Zak and Tash to meet her in secret at the entrance to the tunnel to the library, and the kids wait for her there. As she enters the room at the end of the tunnel where the kids are sitting, Jerriko leaps from the shadows. His cheeks open to reveal two tendrils which go up Domisari's nostrils and attack her brain. Jerriko has killed Domisari. The kids freak out and escape in a new direction, finding themselves in a trash bin (complete with dianoga) and then in a morgue-like place where they find dozens of cryogenically frozen bodies and a huge glowing globe. (One can't help but be reminded of the Golden Globe on Yavin IV, which was Sith technology.) The voice returns and screams for them to "Get out!" and then they are Force-smacked out of the room into an escape tunnel. They head back to the library, only to find Deevee deactivated, Hoole dead, and Dannik Jerriko standing over them. Jerriko tells the kids that someone high in the Empire has put a death mark on their heads, and he was hired to save them from an assassin—Domisari. When he arrived at the library, he found Hoole and Deevee as they are. Jerriko leaves, his assignment filled. The kids wonder where Forceflow has been, as Zak picks up a Jedi book. As he opens the book, the Force voices yells, "No!" Tash yells, "No!" Zak opens the book anyway and there is a bright flash from the book. Zak drops dead. Tash reactivates Deevee and they leave the room. Tash meets the Jedi ghost that has been haunting the library and speaking to her through the Force. She doesn't realize what it is, though, and she runs to the Shroud*, where she meets Forceflow. Forceflow mentions the Jedi's rumored ability to revive the dead, and he sends Tash back to the library to look for information that might help them. Deevee is sent to the morgue to discover clues. Forceflow will remain behind, since he can't help Tash without Force-attunement. In the library, Tash meets the ghost again and they speak with each other. The ghost is Airan Bok, the Jedi who tried to save the library when Darth Vader came to destroy it years ago. Vader succeeded in killing Bok and destroying the library. Years later, an evil scientist came and created a new library as a cover and began conducting experiments. Forceflow arrives, unable to see Aidan. Forceflow then shapeshifts . . . into Borborygmus Gog. Forceflow has been Gog all along. He has developed an Essence Stealer, which is triggered by*

the books. When someone opens one, it steals their lifeforce and places it in the globe for testing. He had been using Forceflow and his Jedi stories to lure people to Nepsis 8 in hopes of capturing a Jedi so that he could learn how to defeat the Force, and thus Darth Vader. With the help of Aidan's Force-attunement and her own, Tash manages to make Gog miss in his first shot, and she escapes back to the morgue, where she is about to pull a lever to return everyone's life force to their bodies when Gog appears after having survived an encounter with the dianoga. He fires on Tash, but Deevee jumps in the way and takes the shot for her. She pulls the lever to reverse the Essence Stealer process and heads after Gog. Gog tries to escape up a miles-high shaft, but his wounded hands slip and he fall to his death, Tash believes. Aidan is now free to vanish into the Force, as the others prepare to leave. After the Shroud *leaves, Vader arrives to see Gog's failure and learns of his desire to destroy Vader. At the bottom of the shaft, a wounded hand reaches up, still very much alive . . .*

(***Galaxy of Fear: Ghost of the Jedi***)

- *On the run from Imperials under orders from Darth Vader, Hoole, Zak Arranda, Tash Arranda, and the newly-repaired DV-9 head for Kiva, the birthplace of Project Starscream. The world had been dead for twenty years after an experiment by a man known only as "Mammon" caused all life on the planet to be wiped out. They crash, but survive to head for the Starscream base. On the way, they are attacked by living shadows crying out for Mammon and revenge. They are saved when Deevee blasts the creatures with an ion cannon. They make it to the base where they find a huge egg. It hatches to reveal a young baby who says only, "Eppon!" They figure this is his name, and take him with them. The doors blast open to reveal Leia Organa, Han Solo, Luke Skywalker, Chewbacca, and other Rebels, who have also followed Project Starscream to Kiva to destroy it. R2-D2 plugs into the computer and leans some interesting information. As they are leaving for the* Millennium Falcon *and another Rebel ship, a Rebel holding Eppon vanishes right of his clothes and Eppon grows into an older child, with a bruise on his head. Vader appears with Imperials, but they manage to bring down some rocks to block his path as they escape. They are attacked by more wraiths, but the Rebels use a portable ion gun to drive them back, killing one of them, who points to Hoole as Mammon. The group splits up and the kids go with some Rebels to the ships. Along the way, each Rebel vanishes and Eppon and his bruise grow. Eppon runs off and the kids chase after him, only to be caught by wraiths. Hoole is there also, and he admits to being Mammon Hoole, the killer of Kiva. He tells them that twenty years ago he and his partner were experimenting, hoping to create life, but an accident caused all life on the planet to be destroyed. His partner was Borborygmus Gog. The wraiths plan to execute Hoole soon. The kids are allowed to go free. They find a much older Eppon and then get aboard the* Falcon*. They contact Han, who tells them to take the other Rebel ship and get away. They board the other ship and sit at the controls, only to have them destroyed by a blaster shot . . . from Borborygmus Gog, who has survived his fall on Nepsis 8. He orders them to give back his ultimate weapon—Eppon (the kid's been saying "weapon" in little kid talk). Outside, Vader arrives with his troops and Gog freaks out. Gog, Eppon, Zak, and Tash go outside as ordered, and Gog orders Eppon to save him. Eppon touches a stormtrooper and the man' flesh turns to goo and is absorbed into Eppon, causing him to grow again. (This is what has happened to all the others.) This time, Eppon grows to the point that his bruise spreads across his body and he tuns into a ghastly mutant with a giant brain sac, reminiscent of the Nightmare Machine monster. Eppon takes Gog and escapes. After questioning the Arrandas, who tell him everything* but *Tash's Force-attunement, Vader lets them go and heads after Gog. The kids reunite with Deevee, who tells them the truth of Hoole's actions twenty years ago. His partner had known that the experiment would bring death, not*

life, but he tricked Hoole into continuing. It was Gog's fault, not Hoole's. Hoole had then gone into self-imposed exile for four years before becoming an anthropologist. When he realized Project Starscream was being run from the ashes of their old work, he had set out to find a way to stop Gog. He has been atoning for his actions on Kiva for years. The kids take the Falcon *to where the wraiths are about to kill Gog. They tell the wraiths the truth, but they do not care. Hoole cares, though, and he shapeshifts to escape, wanting to take Gog down himself. They rush to the Starscream base to destroy it and meet Gog and Eppon. Eppon attacks Hoole, but Vader charges in and challenges Gog and the creature, looking to fulfill the Emperor's orders to bring Gog back alive, even though he wishes to kill the scientist. At the door, the second group of Rebels (Leia, Han, Luke, etc.) blast their way in, and the resulting stress on the base causes rubble to fall and block Vader from Eppon and Gog. Eppon attacks the Rebels using brute force and by making them live their fears. The Arrandas realize that Eppon is the culmination of all of the stages of Project Starscream except the Force experiment on Nepsis 8. He grow stronger as he feeds like D'vouran. He can regenerate, even from being blasted to death, like the zombies of Necropolis. He can absorb beings like the virus on Gobindi. He can use your nightmares against you like the Nightmare Machine at Hologram Fun World. Tash uses the Force to help push through the rage and get to Eppon the child. He turns on his master, but Gog hits a switch and Eppon's head explodes from a small "insurance" charge Gog had planted. His project to create an ultimate Army of Terror had failed, but he had always been able to kill his prototype, Eppon, if he became dangerous to Gog. The wraiths enter, looking for Hoole, and almost kill him before Deevee activates the computer system's monitor and plays a message from Gog to Palpatine over and over, in which he admits to fooling Hoole and wishing to destroy life on Kiva to test the project's use as a weapon. The wraiths turn on Gog and kill him. All of the heroes leave on the* Millennium Falcon*. Vader slashes out of the rubble and examines the remains of Project Starscream. In the rubble, Eppon shows signs of life . . .*

(***Galaxy of Fear: Army of Terror***)

- *When Mon Mothma orders an attack on Milvayne, Garm Bel Iblis deems it suicidal and takes his loyal forces from the Rebel Alliance, leaving Mon Mothma to what he believes are her own plans for power.*

  (conjecture based on *The Essential Chronology*)
- *An unknown hacker splices into the News Net transmission of Wanda Windrow's* Galactic Resorts *article on Timora sunpetals to report that Garm Bel Iblis has grown weary of Mon Mothma's antics and taken his leave of her and much of the Rebellion proper. (Exact date of report via hacked transmission: 35:9:11 i.e. 11 Relona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)
- *Having taken his leave of Mon Mothma, Garm Bel Iblis fakes his own death at the Battle of Anchoron to begin a private war against the Empire.*

  (conjecture based on the *Dark Force Rising*)
- *A contingent of Bothans, led by Borsk Fey'lya, joins the Rebel Alliance, partially offsetting the hole left by Garm Bel Iblis' forces.*

  (conjecture based on *The Essential Chronology*)
- *Imperial Defense Daily offers the first declassified reports on the Imperial Storm Commandos. (Exact date of report via Imperial Defense Daily: 35:9:24 i.e. 24 Relona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)

- *Having discovered Han Solo's name listed in the* Imperial Enforcement DataCore*, Cynabar's InfoNet issues an article wondering just what Han Solo has been up to lately. (Exact date of report via Cynabar's InfoNet: 35:9:27 i.e. 27 Relona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #4)
- *The disbanded government of the Dentaalian House meet and pass a resolution to no longer recognize Governor Taliff's Imperial charter on the world. (Exact date of report via TriNebulon News: 35:10:9 i.e. 9 Welona 0 ABY, exact date of actual event: 35:10:8 i.e. 9 Welona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Imperial HoloVision reports that the Imperial Symphony Orchestra is about to undertake its first tour outside the Core Worlds in 15 years. (Exact date of report via Imperial HoloVision: 35:10:16 i.e. 16 Welona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Independent Traders' Infonet reports the closing of Fondor to civilian traffic, most likely due to the construction work being completed on the* Executor*. (Exact date of report via Independent Traders' Infonet: 35:10:22 i.e. 22 Welona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Imperial HoloVision reports that the annual public executions of Enemies of the Empire during New Year Fete Week will be held in private for the first time in 11 years. (Exact date of report via Imperial HoloVision: 35:10:24 i.e. 24 Welona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Imperial HoloVision reports that the Dentaal Independence Party, led by Hancc Rellow, has officially ousted the Imperial government on Dentaal. (Exact date of report via Imperial HoloVision: 35:10:28 i.e. 28 Welona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Coruscant Daily NewsFeed reports on the launch of New Year Fete Week celebrations on Coruscant. (Exact date of report via Coruscant Daily NewsFeed: 36:F1:1 i.e. 1 New Year Fete Week 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Colonial News Nets reports the annexation of Bakura, which will soon come under the control of Imperial Governor Wilek Nereus. In the interim, Captain Alecs Brellar is acting governor, with the local government, under Prime Minister Yeorg Captison, acting under him. (Exact date of report via Colonial News Nets: 36:1:2 i.e. 2 Elona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Mammon Hoole, Zak Arranda, and Tash Arranda arrange for repairs for the* Shroud*, which they had left on Kiva. They also retire DV-9 to the Galactic Research Facility on Koaan.*

(conjecture based on *Galaxy of Fear: The Brain Spiders*)

- *On the Koda Space Station, Hoole enters the cantina called The End of the World, looking for someone to help him erase any trace of him and the Arranda children (Zak and Tash) from Imperial records. In the cantina, Tash runs into the serial killer Karkas, who is known for killing 91 individuals, all with a "K" carved into their foreheads. Hoole finds that they don't have the resources on the station to help make them "disappear," so Hoole decides that they should return to Tatooine and see what Jabba the Hutt can do. They arrive and see Boba Fett in Jabba's Palace, but he shows no sign of recognizing them from their adventure on Necropolis. They also see Imperial Commander Fuzzel gladly taking custody of some criminals Jabba has turned in for their bounties. Fuzzel tells Jabba that Karkas may have made it to Tatooine and that the price on his head will be double if Jabba can capture him. After Fuzzel leaves, they speak with Jabba. In return for Jabba having his slicers remove them from the Imperial records, Hoole is to translate an ancient scroll that was stolen from the palace's B'omarr monks, which details their practices and the secret of brain transference. Later, they are taken on a tour of the palace by Brother Beidlo, a young man, who is a B'omarr monk, hoping one day to become "enlightened" and have his brain removed and possibly placed in a brain spider. Hoole returns to his quarters and Beidlo introduces the Arrandas to Brother Grimpen, who takes an interest in Tash. The Arrandas return to their quarters and learn that Jabba's men cannot erase them from Imperial records due to tight security in the wake of the Battle of Yavin, but they* can*, if Hoole agrees, assume new identities and new lives. Hoole is not sure about doing this, since to a Shi'ido, identity is everything. Tash and Zak go back to see Grimpen, and Grimpen begins teaching Tash about enlightenment. He has her walk across a bed of coals to show that she can use mind over matter. Zak refuses to try, so he wanders about on his own. He overhears Jabba talking to Karkas, making plans for Karkas to escape. Zak tries to make his way back to his quarters, but accidentally locks himself in a dungeon cell. He uses a knife left by the former (now dead) occupant and finishes the prisoner's work at cutting his way to a set of wires. He uses them to unlock the door, and then frees the prisoner next to him. He makes his way back to Hoole's quarters to tell him about Karkas and Jabba. Hoole sends Zak back to get Tash, but on his way, he is met by Beidlo, who freaks out and tells him that there have been far more brain transfers than enlightenments lately, and he thinks its for nefarious reasons. He returns to Hoole without Tash and tells Hoole about Beidlo's suspicions. They return to see Beidlo, but he acts as if nothing ever happened. He then goes back to the room he shares with Tash and finds her practicing enlightenment techniques and being her recent bitchy "I'm a teen and you're just a pre-teen" self. Tash goes back to Grimpen, who tells her that she must pass a test of courage. He takes her to the Pit of Carkoon and has her walk the rim of the sarlacc, which doesn't notice her presence until Zak (who followed them) arrives and yells to her. He ends up having to save her from the creature, but she isn't grateful. On the way back through the palace, they make up, but are then surrounded by brain spiders. They are saved by Hoole, and they prepare to leave. Tash goes to say good-bye to Grimpen. Hoole goes to pay his respects to Jabba. Jabba receives Fuzzel again, and turns over the body of Karkas, who is intact, except for what appears to be a sewn up skull, from a recent injury or surgery . . . Zak finds Tash packing to leave, but acting even more strangely, even downright violent (she slams him into the wall). That night, Zak follows Tash when she sneaks out and goes to Chalmun's Cantina, outside which, she kills Fuzzel and puts a "K" on his forehead. After they return to the palace, Zak is later herded by some brains spiders to a vent to Jabba's room, through which he overhears Tash talking to Jabba about wanting something fixed. One of the spiders then scratches into the sand, "IM TASH". It seems that when Tash went*

to see Grimpen, she was taken and had her brain removed and transferred to a brain spider, while Karkas' brain was put in her body so that Jabba could claim his reward for Karkas body, while Karkas went free. They believe that Jabba has been doing this for criminals for a fee, but don't know which monk is helping Jabba. This also explains Beidlo's behavior, since Beidlo is also in a brain spider in the room with Zak and Tash. Zak and the two brain spiders rush to Grimpen, but he is the one who is performing the transfers for Jabba. They're trapped. Karkas (in Tash's body) shows up with Hoole on a stretcher. He says that he got the jump on Hoole. They plan to transfer Karkas brain to Hoole's body. Hoole awakens though (he was faking it, of course) and he slips out of his restraints as Zak punches Karkas/Tash in the face to knock off Karkas' blaster aim. A fight ensues, in which the great chamber of the enlightened is ravaged. Brain spiders and other monks arrive and take Grimpen to his punishment. Hoole then tells them that he will sell their secrets from the scroll across the galaxy if they don't work to put Tash's brain back in her body. The monks agree, and the operation is a perfect success—not even a scar! Hoole, Zak, and Tash leave in the Shroud *as Jabba confronts the monks to find Grimpen. In a jar on a shelf, the brain of Grimpen can only think about shouting out to Jabba. He will remain in the jar until he becomes enlightened, or until the end of time, whichever comes first.**

(***Galaxy of Fear: The Brain Spiders***)*

***NOTE: This story is meant to take place 2-3 months after *Army of Terror*. As such, Whitman mentions that it has been 10 months since the destruction of Alderaan. One needs to remember, though, that this is *not* 10 months by the calendar set by the RPG materials, but simply akin *our* calendar, which would mean "5/6 of the way through the year."**

- *The Human Events Network reports that Neile Janna, famed actress of* Scrivner's Revenge*, will be returning to Adarlon and her acting career to perform as Freia Kallea in* Kallea's Hope*. (Exact date of report via the Human Events Network: 36:1:7 i.e. 7 Elona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)

- *Imperial Defense Daily reports the end of field trials on the TIE/x2 and plans to incorporate the design upgrades from the TIE/x1 and TIE/x2 into a TIE/x3 prototype for field trials 16 months down the road. (Exact date of report via Imperial Defense Daily: 36:1:13 i.e. 13 Elona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)

- *Cynabar's InfoNet reports various events of interest to smugglers. Included in the day's reports are mentions of Han Solo's escapades on Ord Mantell with Skorr, along with random tidbits including: Bettle and Jaxa marketing Slug Throwers beyond the Corporate Sector; Doc vanishing; Platt Okeefe making plans to head for Lan Barell; Nada Synnt losing his repulsorlift component supplier; Lando Calrissian winning taxi-service license rights on Ord Wylan in a sabacc game, then losing them a few minutes later, prompting a trip to Taanab. (Exact date of report via the Cynabar's InfoNet: 36:1:16 i.e. 16 Elona 0 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)

- *On the run from Darth Vader's forces, Mammon Hoole, Zak Arranda, and Tash Arranda fly the* Shroud *to S'krrr. Before they land, Zak messes with the engine (which had been upgraded by Dr. Evazan when he's owned the ship) and crosses some wires incorrectly. He tells no one. Hey land, and the ship is shut down. They have landed too close to the Sikadian gardens (a place of perfect ecological balance) for the comfort of their caretaker, a S'krrr named Vroon, and they are asked to move the ship. They try, but when the computer shut down, it stopped*

compensating for Zak's screw-up, and the ship must be repaired before they can leave. Zak and Tash go explore the garden. They get split up and Zak is "attacked" by a Shreev (a flying predator) that is trying to get to the drog beetle he has in his hand. Zak freaks out and kills the Shreev. He returns to find Tash speaking with the S'krrr poet-warrior Sh'shak. Sh'shak tells them about wingsong, the musical tones created by S'krrr wing-flapping, and about the delicate balance of the garden. The shreevs eat the drog beetles quickly to keep the drog beetles, who multiply incredibly fast, from growing to the point of overrunning the planet. Zak believes he's upset the balance, so he decides to make a point of killing thirty or so beetles each day to compensate for the death of the shreev. They all meet with Hoole and Vroon in Vroon's workshop, where Vroon seems to be trying to communicate with plants and drog beetles. An Imperial shuttle lands bearing Captain Thrawn of the Vengeance *and his two subordinates, Wolver and Tier. They are looking for Vroon. Thrawn wishes to study the garden, and thus the culture of the S'krrr. That night, Tash and Zak go to spy on the Imperials and follow Wolver into the garden. They then lose sight of him, but come across Sh'shak practicing with his vibropike. They then come across Thrawn, who tells them that it seems that some S'krrr believe they are descendants of the drog beetles and worship them. Just then, they find Wolver—dead and covered in drog beetles. He has puncture wounds (from the beetles attacking him, actually), which Thrawn thinks must be from a weapon. The next morning, Zak awakens with drog beetles all over him and his bed. The beetles have been getting more and more aggressive, which seems to be attributed to their sharp increase in population recently. (Zak thinks it's his fault for killing the shreev, but he would've had to have killed hundreds of shreevs to do this kind of damage.) They go see Vroon about it and find him using wingsong to converse with drog beetles, which cover his body. He shakes them off and they (Hoole, Zak, Tash, Vroon, and Sh'shak) talk about the problem. Then Thrawn arrives and says Sh'shak is under arrest for the murder of Wolver. Thrawn also decides to take Hoole and the Arrandas for questioning later, which would reveal them as wanted by the Empire. Tier heads off to return to the shuttle but is killed by drog beetles, the same way Wolver was. They realize that the beetles are out of control and tell Vroon that they must kill off part of the beetle population to save the garden and themselves. Vroon refuses. He's one of the nutty S'krrr who worship the drog beetles. (The beetles* are *their ancestors, but not fully sentient.) He escapes and they all (yes, including Thrawn) chase him down and find a huge pit where Vroon has been killing shreevs by the hundreds to save the lives of the beetles, which are now running amok. Just then, a huge swarm of beetles comes from overhead to attack—they'll eat anything and everything. Hoole turns into a shreev and tries to scare them off while the others rush to the Imperial shuttle. Beetles begin coming in the vents, so they must rush out of the ship and head for the workshop. Hoole arrives as a shreev with a whole "fleet" of shreevs, which kill many of the beetles, but then settle down to nap off their meal. Hoole rejoins the group and they head for the workshop, hoping to find a way to stop the beetles. There, they find Vroon's body—he's been eaten by the beetles he worshipped. Hoole turns into a S'krrr and he and Sh'shak use wingsong to pacify some of the beetles, while Thrawn runs for the shuttle to get it repaired and ready to launch, and Zak and Tash rush back to the* Shroud *to repair it. The* Shroud *is repaired and they return to the workshop to save Sh'shak and Hoole. It is determined that the beetles will be spread across the planet to regain ecological balance, since they're only dangerous in large numbers. As for Thrawn, they assume he has gotten his ship fixed, so they want to get as far away from the Imperials as possible. As they leave, two drog beetles that made it aboard the ship begin looking for a place to lay their eggs . . .**

(***Galaxy of Fear: The Swarm***)*

***NOTE: This last couple of GOF books just hasn't been good for Whitman's dating system. *The Swarm* (book 8) is supposed to take place shortly after *The Brain Spiders* (book 7), but in *The Swarm* Whitman has Tash and Zak say that it has been *nine* months since the destruction of Alderaan, not the *ten* months stated in *The Brain Spiders*, unless the reference was to how long they've been with Hoole, which, theoretically, could have began about a month after ANH. (For the record, it is this very dating reference problem which has prompted me to simply place the story after *The Brain Spiders* instead of trying to place it in exact context with the *Galaxywide News Nets* articles, since such dating would make a bit of a cramped mess of this segment of *Galaxy of Fear*.)**

- *Tanda Marelle of* Galactic Resorts *reports on the annual Spira Regatta held on Spira. (Exact date of report via* Galactic Resorts*: 36:1:21 i.e. 21 Elona 0 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Still on the run, Hoole and the Arranda children, Zak and Tash, arrive on Ithor and land on the* Tafanda Bay*. They are met by Fandomar (the wife of the exiled Momaw Nadon, who had given away gene splicing secrets to the Imperials in return for the lives of his people, but been exiled for breaking the Ithorian Law of Life). They are in need of supplies, including a mineral for fuel that is mined in the nearby asteroid field, which is owned by a mining group. To pass some time, Zak and Tash go into the Mother Forest, which is forbidden, to play with a speed globe. Fandomar saves Zak from accidentally getting caught in a vesuvague tree, but it seems she was there of her own volition. They leave for the mining headquarters in the asteroid field in Fandomar's ship, but are attacked by a space slug. Only the help of the miners and their Starfly ships save them. They meet the miners' leader, Hodge, who says that they can have the mineral they need, but instead of credits, he'd like Hoole, as an anthropologist, to help them unravel a mystery. They don space suits and head for a cavern where they find a statue of a scared Ithorian in front of a tomb, of sorts. Fandomar knows what it is and freaks out. (It is the tomb/prison of Spore, a failed gene splicing project the Ithorians worked on years before, which turned against them, only to be defeated and imprisoned after a 100-year battle between the Ithorians and the Jedi Knights against Spore). Opening the door causes the cave entrance to become blocked, so they use a mining shaft to send Tash for help. On the asteroid surface, she meets the Dark Jedi Jerec, who has come to claim Spore. That "night," the trapped folks have been saved, but Jerec is holding them to make them help him get Spore for himself. Hodge says that night is prime space slug hunting time, so they should wait to go back to the tomb. (He's actually working to have his men steal Spore, which they figure is some kind of treasure, that night.) The next day, they go to the tomb and find Hodge's assistant dead at the door (at the hands of Spore, of course . . . but who has been taken over by the parasitic creature?). Jerec storms into the open tomb to find it empty. They discover inscriptions that give clues about Spore being held there, but not much else. Upon returning to the mining station, everyone but Fandomar is nearly killed when Fandomar tries to blast them all through the airlock and into space, to keep Spore (which cannot spread in a vacuum) from taking them all over. They try taking a ship back to Ithor, but Fandomar manages to do just enough navigational damage for them to crash. When she awakens under Tash's watchful eye, she realizes that if they are now in the Mother Forest, and they have all removed their helmets, Spore is now free. Hodge shows up and reveals that* he *is the one taken over by spore. He opens his mouth and strange plant tentacles reach out to take control of four Ithorians who had come to help. He then turns his eyes to Hoole, while the children escape. Their escape is for naught, though, as Hoole, now part of Spore, catches up to them and takes over Zak as well. Tash uses a combination of her wits, the Force, and the aid of the Bafforr trees to escape. She is saved from a vesuvague tree by Fandomar, who takes her to meet some Ithorians who had disobeyed the law to come and live in the Mother Forest. They realize that they*

must get Spore into space to make sure it cannot take over the entire planet. They see an Imperial shuttle fly overhead and prepare to stop Spore. In a clearing, Jerec steps from the shuttle, its only occupant. Jerec wants to take Spore off-world and work with it so that it can help him take over minions so that he can one day be the Emperor. Spore agrees, but when Fandomar's allies show up, Spore is genetically compelled to take them over. When they run, Spore sends everyone but Hoole, Zak, and its prime host (Hodge) after them. The remaining Spore hosts and Jerec board the shuttle, but not before Fandomar and Tash can hide aboard. They fly to the Vengeance*, Jerec's Star Destroyer. Tash and Fandomar come out of hiding and subdue Zak and Hoole. They take two Starflies, each bearing one of the two infected friends, and escape the* Vengeance*. Spore is compelled to take over* all *entities it encounters, so he has Jerec chase the Starflies into the dangerous asteroid field. The ship handles it well until a space slug attacks it, rendering its shields inoperative. The ship gets beaten to a pulp, but Jerec escapes. With Spore dead (well, Hodge ejected into space and Spore now turned back into its rock-like form to await new hosts), its power over its victims vanishes. Hoole and Zak are back to normal. A short while later, they take the newly supplied* Shroud *away from Ithor, while Jerec leads a salvage mission to the* Vengeance *and Spore floats in space awaiting a new host.**

(***Galaxy of Fear: Spore***)*

***NOTE: It seems we are to assume that either the *Vengeance* is salvaged and repaired or Jerec takes a new Star Destroyer as his flagship and renames it *Vengeance*. The latter makes more sense if we assume that the huge Star Destroyer seen in *Jedi Knight* (the game) is the true form of the *Vengeance* during the *Jedi Knight* timeframe, instead of the Imperial-class version that is found in the *Jedi Knight* graphic novel.**

- *The Galaxy News Service reports that the arrival of Wilek Nereus as the new Imperial Governor of Bakura was interrupted by rioting, brought on by former members, it seems, of the Bakuran home government. (Exact date of report via Galaxy News Service: 36:1:30 i.e. 30 Elona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #5)
- *Hypermedia Galaxy News Service reports that a massive series of earthquakes on Kamori have resulted in tremendous damage and the death of Dana Dregond, a master painter recognized as one of Kamori's "living treasures" for the last ten years. (Exact date of report via Hypermedia Galactic News Service: 36:2:4 i.e. 4 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #5)
- *On their way to hide out on Dantooine, Zak Arranda, Tash Arranda, and Mammon Hoole dock the* Shroud *with the* Star of Empire *in order to make it through some heavily policed Imperial sectors. They meet M-4DO (Fourdee), a droid guide. Zak wishes to learn more about computers, she he is allowed to go to the main computer area of the ship, where he meets Malik, the head computer technician. He is rude to Zak and causes Zak to accidentally shut down some ship systems, before Captain Hajj comes to his rescue. Hajj tells Zak that Malik got the job on the ship due to Imperial ties and that he is in charge of the Systems Integration Manager—SIM, an artificial intelligence being installed to keep the ship running smoothly. Zak is given access to some of the main computer through his cabin computer, so he returns there. He runs into Tash, who introduces him to Dash Rendar, a suspicious passenger. Zak goes to see Hoole, but he is engaged in a solitaire game of Dejarik, which prompts him to tell Zak that part of the strategy is moving when* you *want to, not when the opponent wants you to. Zak goes back to his room and fiddles with the computer, which introduces him to SIM. SIM plays a game of* TIE Fighter *(no, not like the one we know and love) with Zak, but*

it is interrupted when an evacuation warning comes over the speakers. Everyone rushes to get away, and everyone seems to . . . except Zak and Tash, who were locked in a closet by an annoyed passenger. After freeing themselves, they realize that the ship hasn't exploded, which may mean someone is trying to steal the vessel after a false alarm. They sneak around, eventually running into Dash, who stayed behind because he thought the alarm was suspicious. SIM has told them that something is interfering with its systems, so when Zak tells SIM they are going to go to the communications room to call for help, SIM counters with the idea that they go to the control room, fix SIM, and then SIM can handle the rest. They continue to the comm room instead. Passing through the ship's atrium/zoo, they are attacked by service droids, but saved by Captain Hajj and some crewmen, all of whom stayed behind to be the traditional last ones off the ship. They continue to the comm room, and on the way, SIM shows Zak its files on Dash, a known criminal (well, smuggler). On their way to the comm room, one lift full of crewmen plunges down a shaft to their deaths, and then while crawling up a ladder, other crewmen are killed by falling debris. Zak says he thinks Dash is behind the sabotage, so Hajj takes his weapon. They then enter an observation room, where the meet Fourdee, who tries to kill them. They continue on and Hajj falls down a shaft after being swarmed by crab droids (the same creatures have also cut a hole in the bottom of Dash's boot). Dash, Tash, and Zak finally make it to the door to the comm room, but Dash is knocked out when the door itself attacks him. Tash finds another way around, but once she gets into a secondary hallway, the door is locked and air begins being vented from the hall. Zak is urged by SIM (who has been increasingly pissy about him not going to the control room to fix SIM) to go to the control room, to give SIM control enough to save Tash. He arrives to find Malik (whom he now believes is the saboteur), and stays away from him long enough to follow SIM's commands to repair the system. Malik, scared out of his mind, then tells Zak the truth. SIM is not a Systems Integration Manager. It's a Systems Infiltration *Manager, an AI program meant to take over enemy vessels. Malik had been sent by the Imperials to install it on the ship, but he knew it was too self-aware. It would take over the ship for its own ends. To counteract it and keep it under control, he put in a safeguard program . . . which Zak was just tricked into shutting off. SIM reverts to its true evil self and tells Zak that Tash will not be spared. Hoole arrives (after chasing down the ship as a mynock) and helps Zak and the newly conscious Dash (who's carrying Malik, whom SIM knocked out) to free Tash. They escape through the zoo, but the animals attack. They are saved by a water weapon from one of the droids they bested earlier. They step into the hall to the docking bay, only to find Dash electrocuted (slightly) by the floor through the hole in his boot. With Dash hobbling so as not to be shocked again, they make it to the door to the docking bay, only to find SIM has sealed it. Zak takes a cue from the Dejarik game and has everyone do nothing. SIM grows weary of not having new input and opens to door just a crack. Hoole dashes through, and moments later he uses the* Shroud*'s lasers to blast through the door. They escape in their respective craft: Zak, Tash, and Hoole in the* Shroud *and Dash in the* Outrunner *(no, he doesn't have the* Outrider *yet). Dash turns his weapons on the ship and disables it, so SIM cannot make it a doomsday ship for its own maniacal plans. The day is saved . . . or is it? SIM has downloaded his program to a nearby space station. The heroes are free of SIM . . . but now SIM is free as well . . .**

(***Galaxy of Fear: The Doomsday Ship***)*

From this point forward, Whitman all of a sudden reverts back to the WEG calendar that uses a 10-month year, though it doesn't mesh with the dates he'd already set down in the previous stories.

- *Having risen through the Imperial ranks unlike any other alien before him, Thrawn and those close to him are in great political stead. Thrawn's enemies, though, resentful of his stature, manage to play court politics and cause Thrawn and his*

people to fall from favor. As punishment, they are sent on a mission to the Unknown Regions. Little do the enemies know that Palpatine and Thrawn had actually planned the fall and the "punishment" as an excuse to send Thrawn into the Unknown Regions to seek out possible threats to the Empire, without raising suspicion. They set out on the Admonitor *for the Unknown Regions.*

(conjecture based on *Command Decision*)

- *The* Admonitor*, under Admiral Thrawn, finally reaches the Unknown Regions. Many aboard, including Captain Dagon Niriz, are wary of the new assignment, and some, like General Larr Haverel, are downright pissed to have been "punished" with Thrawn. There are a portion, though, who are fiercely loyal to their enigmatic Admiral, like Commander Voss Parck, the man who first found Thrawn and brought him into the Empire, and who was demoted when Thrawn and his followers were "punished." Having arrived in the Unknown Regions, Thrawn makes suggestions that there may be things worth finding, or protecting the Empire from, out here in the wilds of space. Shortly after arriving, they are approached by an Ebruchi vessel, commanded by Creysis, who claims to be the ruler of that region of space. Thrawn convinces Creysis that the* Admonitor*, a Star Destroyer, is nothing more than an Alderaanian Colony Ship, with the TIE fighters being recon vessels, basically. Thrawn asks about trading and peaceful relations, so Creysis comes over to the* Admonitor*. Thrawn gives him a small trinket, but Creysis would rather have a TIE for himself. Creysis tells them that he'll speak to others about getting them a colony world, in return for some of the "colonists'" technology when they have colonized. Creysis returns to his ship, and Thrawn puts more of his own secret plan for the encounter into motion, by having a secret meeting with two pilots, Parck, and several trusted troopers, while he has a shuttle and TIE modified. Later, Thrawn sends the team aboard the modified ships over to Creysis' ship, to return the favor of hospitality and the show of trust in visiting the other ship. En route, the ships are attacked and taken aboard as prisoners. Thrawn doesn't bat an eye. Shortly thereafter, as the* Admonitor *chases Creysis' ship at a fake, low top speed, like that of a colony ship, Havarel speaks with Niriz about taking over the ship and getting Thrawn, who he believes is out of control and risking their people's lives for nothing, arrested. Niriz is uncertain what to do. Niriz expresses some of his doubtfulness about Thrawn's actions, and Thrawn simply tells him that it is a matter of trust—whether Niriz trusts Thrawn, or at least trusts that those who put Thrawn in charge knew what they were doing. Not knowing which of Creysis vessels (now that more have gathered en route) is Creysis', they wait until the group jumps to hyperspace in different directions before heading straight after Creysis', which Thrawn is certain is going toward the real ruler of the species (since Creysis didn't act like a ruler). Havarel shows up at the bridge and tries for a mutiny, which Niriz informs Thrawn of just before Havarel makes his move, but Thrawn proves himself when he shows just how his plan was to work by having a signal sent on a special frequency with one word: "now." Aboard Creysis' ship, the signal is received and as Parck and the TIE pilots sit as prisoners, the side of the shuttle bursts open revealing the heavily-armed troopers. The troopers pour from the modified shuttle and move to take the ship. In space, the Ebruchi starfighters emerge from their ships and engage Thrawn's TIEs, but they are overconfident in how well they think they know the TIEs, based on the one they captured—all because Thrawn had anticipated the capture (obviously) and modified the TIE so that it revealed nothing of use. Thrawn then lets the* Admonitor *crew use the ship to its full abilities, easily snagging Creysis' command ship. Thrawn then reveals to Niriz that they were able to track it due to a tracking device in the trinket he gave Creysis. Later, Niriz gives Thrawn his resignation, but soonafter, Parck meets with Niriz and tells him that Thrawn has refused to accept it. Thrawn was right, it was all about trust, and Niriz had proven to himself that he is trustworthy by telling*

*Thrawn of Havarel's plans. Parck also reveals their true purpose. They are not out here for punishment, but to find and eliminate threats to the Empire that lie in the Unknown Regions. So, true, all of their official careers are in ruins back on Coruscant . . . but their "punishment" mission will be far more interesting than they could've ever hoped for.**

(***Command Decision***)*

***NOTE: I have placed this story here because it would appear Thrawn was an Admiral, not Grand Admiral, when he was sent to the Unknown Regions, which puts this before 2 – 3 ASW4, and since he refers to returning to the Unknown Regions in *Side Trip*, this must come before that story, but not too far before.**

- *Deena Mipps of Darpa SectorNet reports that the president of Esseles, President Ralle, is being pressured by the Esselian New Orderparty's Jamson Freller to step down in light of health problems. (Exact date of report via Darpa SectorNet: 36:2:8 i.e. 8 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Imperial Defense Daily reports that Crix Madine has vanished during a Storm Commandos mission. He has been replaced as Storm Commando CO by Colonel Jenn Smeel. (This is actually a move to put Madine into more secretive projects.) (Exact date of report via Imperial Defense Daily: 36:2:12 i.e. 12 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *TriNebulon News reports on what will come to be referred to as the Battle of Taanab. While on Taanab for a vacation, Lando Calrissian was on the world when Norulac pirates struck again. After boasting that he could beat back the pirates, Gathal Anager, a free-trader, offered him the deed to a Clendoran brewery to actually do it. Lando then took his ship and used Conner nets to slow down the incoming pirates and used a tractor beam to hurl ice chunks into the vessels, easily defeating them. (Exact date of report via TriNebulon News: 36:2:17 i.e. 17 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Imperial HoloVision reports that a strain of the infamous Candorian plague, supposedly wiped out 46 years ago, has prompted the Imperial blockade of the rebellious planet Dentaal. (Exact date of report via Imperial HoloVision: 36:2:23 i.e. 23 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)
- *Galaxy News Service reports death tolls in the billions on Dentaal, supposedly from the Candorian plague. (Exact date of report via Galaxy News Service: 36:2:25 i.e. 25 Kelona 0 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #5)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

Alderaan Entry

The Landscape

Grass Paintings

Waterways

Skyways

Castle Lands

Cities and Cultures
Alderaan University
The Adventures of I'att [continued] (AJ/TOTBH short stories: Kathy Tyers)
Only Droids Serve the Maker (AJ10 short story: Kathy Tyers)
Galaxy of Fear (youth novel series: John Whitman)
Eaten Alive (youth novel: John Whitman)
Prologue
Chapters 1 – 20
Epilogue
City of the Dead (youth novel: John Whitman)
Prologue
Chapters 1 – 19
Epilogue
Planet Plague (youth novel: John Whitman)
Prologue
Chapters 1 – 19
Epilogue
The Nightmare Machine (youth novel: John Whitman)
Prologue
Chapters 1 – 17
Epilogue
Ghost of the Jedi (youth novel: John Whitman)
Prologue
Chapters 1 – 19
Epilogue
Army of Terror (youth novel: John Whitman)
Prologue
Chapters 1 – 19
Epilogue
The Brain Spiders (youth novel: John Whitman)
Prologue
Chapters 1 – 18
Epilogue
The Swarm (youth novel: John Whitman)
Prologue
Chapters 1 – 18
Epilogue
Spore (youth novel: John Whitman)
Prologue
Chapters 1 – 19
Epilogue
The Doomsday Ship (youth novel: John Whitman)
Prologue
Chapters 1 – 20
Epilogue
The Adventures of Thrawn [continued] (AJ short stories: Timothy Zahn)
Command Decision (AJ11 short story: Timothy Zahn)

1 - 2 ASW4

- *Lyric is born on Yavin VIII.*
  (conjecture based on *Lyric's World*)
- *TriNebulon News reports that the Imperial Star Destroyers* Bombard *and* Crusader *have successfully engaged the Eyttyrmin Pirates of the Khuiumin system on orders from Admiral Freeda, routing the pirates from the region. (Exact date of report via TriNebulon News: 36:3:5 i.e. 5 Selona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)

- *The Alliance corvette* Dodonna's Pride *ambushes Imperial supply convoys.*
  (conjecture based on the *Jedi Knights Trading Card Game* via *TimeTales*, paraphrased)
- *The Bacta Tray is developed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *The Imperials begin to hollow out portions of the Garrison Moon of Kessel to make room for a huge multi-level internal hanger and the enormous generators and transmitters that create the energy shield which would surround Kessel and block unauthorized access to the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Jedi Academy Sourcebook" via *TimeTales*, verbatim)
- *Realizing that the Rebels have returned to their base on Yavin IV, the Galactic Empire institutes a blockade of the system to keep them trapped until such time as an all-out assault can be made on Yavin IV.**
  (conjecture based on *Imperial Spy* and *Classic Star Wars: In Deadly Pursuit*)*

***NOTE: This one is rather tricky, but it's one of the only ways to rectify the idiotic continuity error made in Mike W. Barr's *Imperial Spy* story, in light of the established information of *In Deadly Pursuit*. This, coupled with the explanation found right after the *Imperial Spy* summary above, makes the situation plausible, if not incredibly realistic.**

- *Imperial Governor Io Desnand promises a lizard-skin gown to his lady friend, Feebee.*
  (conjecture based on *The Prize Pelt: The Tale of Bossk*)
- *The Empire's "Hammers" Elite Armor Unit is finally given first-class priority for support, material, and troops.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *Work begins on designing the* Firehawk *hovertank line.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *Kaj Nedmak takes a spice-running job from Bwahl the Hutt, but cannot follow through when the Empire blockades the Gordian Reach (which includes his target world, Torque), in an effort to catch Rebels. Bwahl has the spice delivered by other means later.*
  (conjecture based on *Crimson Bounty*)
- *Kaleb Darme joins the Council Authority on Indu San.**
  (conjecture based on *Kella Rand Reporting*)*

***NOTE: This assumes Darme is 25 in *Kella Rand Reporting*.**

- *When Selby Jarrad's father is crippled in a mining accident on Averill, she leaves to join the Rebellion and someday rid Averill of the Empire.*
  (conjecture based on *Conflict of Interest*)
- *Three Rebel officers—two humans and a frog-like Zarian—travel to Tatooine and battle Imperial agents in order to infiltrate a Jawa Sandcrawler to retrieve a strategic protocol droid. Unbeknownst to them, a black protocol assassin droid has infiltrated the Sandcrawler, posing as a damaged machine for the Jawas to scavenge . . . **
  (***Shifting Gears***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Shifting Gears* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *EV-9D9 comes to Cloud City and becomes the city's security chief.*
  (conjecture based on *A Bad Feeling: The Tale of EV-9D9*)

- *A Victory Star Destroyer is yanked out of hyperspace by an asteroid in the system containing the planet Canyon. The ship grazes the asteroid and takes damage. The distress call brings smugglers, pirates, and Imperial aide. The smugglers and pirates soon make Canyon a base of operations, which soon makes Canyon a general colony world.*
  (conjecture based on *Black Curs Blues*)
- *Dunclair Gostegion kills a Dark Sun Vigo's son in a shady card game on Besbin's Cloud City. He goes into hiding on Tasariq.**
  (conjecture based on *Tasariq: The Crystal Planet*)*

***NOTE: "Dark Sun" instead of "Black Sun?" "Besbin" instead of "Bespin?" Sounds shady to me, but that's the way it's written in the article.**

- *On Cloud City on Bespin, Lando Calrissian wings a high-stakes sabacc game with Drebble, thoroughly annoying him. On his way from the game, he helps Ymile, who had lost a decorative accessory to a thief. Upon retrieving the object, Lando calls her his "Lady Luck" (yes, for whom he will later name his ship) and notes how Drebble kept losing after she sat near him. Later, Lando is invited by Baron Dominic Raynor (Cloud City's administrator) to a game of sabacc, via Lobot. Upon arriving and meeting Raynor, Lando finds out that Ymile is there as well. She's come to bring luck, supposedly. As the crowd watches, Lando and Raynor gamble like pros, with Lando putting his ship, the* Cobra *on the line. Lando loses, but Lobot points out that the dealer had been cheating on Raynor's behalf, at the behest of Drebble, who is arrested. Raynor refuses to return his winnings, but Lobot presents Lando with 5,000,000 credits with which to continue the match. He does so, with Ymile nearby, and ends up winning Cloud City! Baron Calrissian lets Raynor leave with no trouble, and later confronts Lobot about his mysterious luck. It seems that Baron Raynor had been despised by the city's workers, and Lando had potential to be a better leader. The workers donated the 5,000,000 credits at 1 credit per worker, and Ymile's "decoration," along with Lobot's enhanced brain, had allowed for the "lucky" shifts of the sabacc cards. Lando is now the owner and administrator of Cloud City.*
  (***Lady Luck***)
- *Darth Vader arrives on Dantooine. His fellow Imperials have told him of Jedi ruins on the planet, and Vader investigates. He uses the Dark Side to break into a sealed Jedi building, only to be shot in the shoulder. His blood drips on the floor as he orders a retreat. He vows to return later. Elsewhere on Dantooine, Zak and Tash Arranda, along with Mammon Hoole, have been living with the Dantari for over a month. They arrived on the planet and soon joined with the locals in order to hide from the Empire. They aren't without enemies, though. They have annoyed the local shaman (garoo), Maga. Hoole's shape-shifting powers and Tash's growing Force powers make Maga look less powerful in his people's eyes. One day, an avalanche occurs, and Tash uses her Force power to push a rock that is about to crush a Dantari. She is thanked, but Maga is suspected of being behind it. When they confront him, he uses harsh words and Tash draws on the Dark Side to dump a pot of porridge on him, though she instinctively knows that type of Force use isn't right. Later that night, the Dantari tribe camps near the Jedi ruins and Maga meets the children to prove his innocence. Tash decides to rush off into the ruins to check them out, though Maga doubts she will return alive. Tash arrives in the ruins and finds her way into the facility Vader had opened. She is found by Eyal Shah, who claims to be a Rebel. Hoole and Zak rush to Tash's rescue, but find Eyal to be friendly. He takes them to the abandoned Rebel base on Dantooine where he asks them to help get their ship (which is made of* grass *and* wood*) spaceworthy. They're just a tad nuts. Tash agonizes over her Force usage and uses it to move her pendant. While doing this, she notices that people seem to be in more than one place at a time. Later, Tashis attacked . . . by herself. It is an evil clone of Tash. The real Tash escapes back to the Dantari camp, where she finds Maga. The others have been taken*

prisoner by "the man with no face." He says the group that came and took them was led by Tash. Tash knows this must've been the evil Tash, so she and Maga return to the Rebel base to see what's going on. There, they see the other Dantari being led into the camp in bindings by the leader of the "Rebels," who happens to be the "man with no face," who also happens to appear to be Darth Vader himself. All the visitors (Maga, Hoole, Tash, and Zak) are taken to the Jedi facility where they realize that they are seeing an advanced cloning operation in action. After escaping from evil Zak and Tash clones, Tash finds the real Hoole and Zak. They discover that this evil clone *of Darth Vader (with not-quite-right armor and a mock-up lightsaber) has been using DNA samples from the Rebel who* used *to be in the base to create clones, but there were no living beings to do personality scans on. Now the evil Vader clone wishes to use the Dantari and the* Shroud *folks to create a new army of clones with personalities. As Hoole battles a clone Hoole, the real Darth Vader arrives to fulfill his vow to explore the Jedi site, and engages the false Vader in battle. Tash tricks the evil Hoole into jumping at her, and she kills him. Zak, Tash, and Hoole take the* Shroud *(called by its slave circuit) off the planet. The Dantari are free of the Vader clone now that Vader has killed it. Vader surveys the facility. The clones grew far faster than any clones ever known. This could be of great interest to Emperor Palpatine . . .*

(***Galaxy of Fear: Clones***)

- *Alec Pradeux, an advisor to Emperor Palpatine, declares the Candorian plague outbreak on Dentaal a Rebel plot. (Exact date of report via Imperial HoloVision: 36:3:22 i.e. 22 Selona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)

- *Darpa SectorNet reports the upping of probot production orders by the Empire. (Exact date of report via Darpa SectorNet: 36:4:4 i.e. 4 Telona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)

- *Darth Vader puts a bounty on Mammon Hoole, Tash Arranda, and Zak Arranda. Aboard the* Executor*, Vader personally asks Boba Fett to take the job. On Nar Shaddaa, the targets have landed to resupply the* Shroud*, only to find themselves hunted by bounty hunters. They escape the planet in the* Shroud *and head for Koaan, in hopes that their old droid, DV-9 (Deevee) can help them find a world where they can hide out. As they near Koaan, Boba Fett emerges from a hiding place on the ship (*Slave I *has been following them via slave circuit) and tries to take them all captive. Hoole manages to get himself and the kids into an escape pod and they launch for Koaan. The* Shroud *is too badly damaged to salvage, it seems. On Koaan, they meet with Deevee and are taken to a computer where they decide to go to the world of Dagobah to escape the Imperials. Two smugglers enter looking for a place to go as well. They are Plat Okeefe and Tru'eb. They take the Dagobah information and Hoole blackmails them in order to get them to tag along. The smugglers get to their ship with the rest of the crew and they leave Nar Shaddaa aboard the* Last Chance*, with Hoole, Zak, and Tash along as well. Fett enters the room shortly thereafter and finds their intended destination. The chase is on. The* Last Chance *arrives on Dagobah but gets stuck in the mud. The smugglers and passengers make their way through the swamp. Zak accidentally falls into some water and is "rescued" by two Children, whom Platt takes for monsters or corpses and subsequently blasts one of them. The surviving "child" (well, he's pretty old if we assume he was a baby during the original cannibalism on Dagobah 37 BSW4) is named Galt. He and 25 other Children are the descendants of the original exploration team that never returned from Dagobah. They go to the Children's home and soon view old*

holorecords (using a power cell Platt provides), which show a depressing situation for the original explorers. With no food to spare and children starving, they were forced to feed the children the bodies of the crew members who had recently died. Zak later wanders around and meets the Jedi Master Yoda. He leaves Yoda and sees Fett's ship. He warns the others, but Tash wants to meet Yoda, even if it isn't totally safe. Two smugglers go with the kids, but when they are attacked by a giant spider, Zak and Tash hide in a tree. The smugglers are then attacked. One is killed and taken away. The other is harmed, but not too badly. The kids emerge to see Galt with the smuggler, who agrees to take the smuggler back to the Children's home. Zak and Tash stay to meet Yoda, who takes Tash with him, and sends Zak away with a meat flower in his pocket. (Yoda knows Zak needs some self-reliance). Zak goes back to camp and finds that they are preparing to eat again (they're eating awfully well for people with little to live on). He enters the hut where the hurt smuggler lies and finds his arm amputated. In his soup, a short time later, Zak finds the smuggler's promise ring. Galt says it must've fallen out of his pocket. Others arrive and ask about food. A short time later, the food is prepared and Platt arrives from the wounded smuggler's hut, commenting that he'd lost an arm and a leg*. Zak has a sick feeling he knows where the food is coming from. Zak spies on Galt and the others, only to find himself trapped. He's place in a cage next to another cage. In the other cage sits an unarmored Boba Fett. Zak is taken out to be cooked, but he saves himself with the meat flower. He frees Fett and gives Fett his armor back. Fett and Zak escape to Yoda's hut. Fett wants to find Hoole so he can take Hoole, Zak, and Tash for the bounty, but he is knocked into the Dark Side Cave by a swarm of Children. Zak falls in also. Zak sees a vision of the children and the days when they had their first cannibalistic meal. The children see it too and realize that they were supposed to eat in that manner as a last resort, but their memories had only been of the act, not the reasoning their parents had. Zak also lets go of his insecurities and jealousy of Tash's Force abilities and feels the Force in himself. He emerges, as does Fett, but Fett claims to have seen nothing. The smugglers arrive and Fett makes a hasty retreat. The heroes join together, and Yoda tells the Arrandas that they* both *may yet one day be Jedi, which brings an end to the hinting about Zak's potential that began with the Jedi ghost on Nepsis 8. In orbit, Fett is ordered off the case by Vader, who wants him to go after the* Millennium Falcon *instead, while Fett will only consider it a side job, now that he's decided to go after a different target. Fett leaves, and moments later, the* Last Chance *takes off from Dagobah. Zak, Tash, and Hoole have decided that they can run from the Empire no longer. As soon as they can make contact, they are going to join the Rebel Alliance.**

(***Galaxy of Fear: The Hunger***)*

***NOTE: Once again, the *Galaxy of Fear* storyline has a major dating problem. This story is supposed to take place shortly after *Clones*, but includes the *Executor*. This is apparently an oversight on Whitman's part, as the storyline that involves the creation of the *Executor* is still taking place at this point. Then again, Whitman never says the ship is operational at the time of *The Hunger*, only that it has Imperial crew buzzing about, and that Vader meets with Fett onboard.**

- *TriNebulon News reports that Fitz Roi had moved to Calamar on Esseles as his new residence. (Exact date of report via TriNebulon News: 36:4:10 i.e. 10 Telona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)

- *The Empire nationalizes droid manufacturing in the mid-rim, ostensibly to cut down on the production of assassin droids by private companies. (Exact date of report via* Nal Hutta Kal'tamok*, Basic Edition: 36:4:21 i.e. 21 Telona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)

- *Kyp Durron's parents, who spoke out against some of Emperor Palpatine's more extreme policies, are arrested and sent to the spice mines of Kessel with Kyp. His older brother Zeth is brainwashed and taken to the Imperial Academy of Carida for "re - education" as a stormtrooper. Durron's parents die in the mines a year later.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Jedi Academy Sourcebook" via *TimeTales*, verbatim)
- *After the death of his father at the hands of Imperials for speaking out against the Emperor, Roworr joins the Rebel Alliance and becomes a pilot. He will come to be an A-wing pilot and is often mistaken for Chewbacca.*
  (conjecture based on *Star Wars: The Roleplaying Game* profile for Roworr, found on the Wizards of the Coast website)
- *Krin Koda, a legendary scout, was the first being to discover what became known as the Eye of Koda. When he landed on the planet which became known as Koda's World, he found the native Tempestro struggling against a deadly disease. Krin's meager stores included several medpacks, and he was able to administer an antidote and save the Tempestro. They presented him with the Eye of Koda as a reward, as they were unaware of its true power. He disappeared before he could prove the legends behind the Eye, and misfortune seemed to follow those who located the amulet after him.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 8: Scouts" via *TimeTales*, verbatim)
- *The Battle of Binquaros takes place. It is generally believed that the battle was actually won by the ThunderForce mercenary unit.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Hideouts and Strongholds" via *TimeTales*, verbatim)
- *Vernier, an ineffectual and vengeful Imperial Moff, controls the Wyloff Sector. He was less concerned about government than recreation, and spent much of his time from the actual leadership of the sector. When his lack of government was revealed by the father of Ilo Jev, Varnier had the broadcaster executed. Varnier had been assassinating any individual who opposed or questioned his rule, and the elder Jev was just another member of the opposition. His operation was eventually broken by the efforts of Major Kerri Lessev, who was working more for the Alliance than the Empire's Destabilization branch. Varnier's entire operation was laid bare, and many Imperial agents were reassigned or executed for their parts in Varnier's government.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *Rebel Alliance General Airen Cracken fabricates an identity for his son that allows Pash to enter the Imperial Naval Academy. Pash learns the skill of flying by fooling around with old Z-95 Headhunter simulators, and his father's connections led him to opportunities of other simulators and real starfighters.*
  (conjecture based on *Wedge's Gamble* via *TimeTales*, verbatim)
- *Roganda Ismaren has* Death Star *designer Nasdra Magrody kidnapped and held prisoner on the planet Belsavis, doped up with anti-depressants. There, she forces him to implant her young son Irek with a converter that will allow the Force-sensitive boy to be able to manipulate machines and computers with the Force.*
  (conjecture based on *Children of the Jedi* via *TimeTales*, verbatim)
- *Voren Na'al, an assistant historian for the Alliance, travels to Tatooine to begin research on an account of the events leading to the Battle of Yavin. During his research, he comes upon the droid R5-D4, being sold by Jawas in Mos Eisely. He buys R5 and "Gonk" the power droid. The two droids fill him in on many of the*

early events of Artoo and Threepio's adventures, as well as the Jawa massacre by the stormtroopers. Na'al sells the power droid to a moisture farmer, and R5 goes to the assistant administrator of the Imperial prefect of Tatooine where it eagerly becomes an Alliance spy droid.

(conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 1: A New Hope" via *TimeTales*, verbatim)

- *Radell Mining Corporation, in the Elrood sector, is in big trouble. Imperial Mining, Ltd. is resorting to sabotage, piracy, and all kinds of illegal activities to try to drive them out of business. The Empire is, unsurprisingly, turning a blind eye to the proceedings. Frustrated, Radell turns to the Rebel Alliance, promising ores for capital ships. A Rebel exploration team is sent to the newly discovered world of Alluuvia, but are captured by a pirate gang called the Scourge – a stooge of IML. Another Rebel team is immediately sent out, and meets with Rebel contact Shondra Del at Elrooden Starport. From there, they meet with Radell representative Jameth Todkal at RMC headquarters. They also talk to Parek, a Rebel the pirates released in return for ransom. Suddenly, a man named Adair Koryunt appears on every screen in the building, telling everyone he's placed a bomb in the building, to go off in 20 minutes. In the panic that follows, the Rebels search the building. They find the bomb in the storage wing. As they try to disable it, Adair and three mercenaries attack. The bomb is disabled anyway, and the Rebels chase Adair and the thugs. Adair manages to escape, however. The Rebels return to Jameth, who gives them the coordinates to Alluuvia. He lends them a scout shuttle named the* Wayfarer*. The Rebels set out into the "Drift" – a dust cloud that covers a large portion of the sector. They come upon a Duinuogwuin Star Dragon named Star Wing, who is running out of oxygen and is starving. The Rebels supply him with air, food and water, then continues on. They are ambushed shortly thereafter by the Scourge, in Skipray blastboats. The pirates try to board, but the Rebels outfight them and captures their freighter, the* Impasse*. They find information in the ship's computer – the captured Rebels are on the barren world of Dega… They are met at Dega by an Ithorian named Iych-thae, who lectures them on maintaining the beauty of worlds. He gives them general directions to the pirates' hideout, which lies in a mine shaft. They rescue the hostages and captures the pirate leader (Chalmer Trillili), fighting off Skiprays on the way out. The Rebels then head to the planet Korad to get the coordinates for Alluuvia from the hostages' captured freighter, the* Whisper*. They find a Squib crimelord named Slythor has taken over one of the orbiting salvage areas and declared himself "Highest Exalted Ruler of Korad." They are forced to strike a deal with Slythor for the* Whisper*'s location. He forces on them an R4 droid, and finally gives the coordinates. When they reach the freighter, they find it covered in mynocks and space mites. With the coordinates, the Rebels fight through Slythor's goons and fly to Alluuvia. They arrive on the watery planet and lands on an atoll. Soon, they are greeted by eel-like natives called Anguilla. They are brought before the tribal leader, Anyar, and put through a ritual called the rites of Conch-tar, placed into a cave where the Rebels eat some glowing seaweed and fight through hallucinations of their greatest fears. The natives accept them as allies, and tell them that there are other allies on their world – Iych-thae and his disciples. They agree to help, only on the condition that the planet be kept safe. The united group sneaks into the Imperial mobile base on the planet, and replaces IML's report to the Empire with a false one painting a very different image of the planet. They sabotage the base while they're at it. They discover an Imperial mining rig is en route and almost at Alluuvia. The Rebels race into space and takes the rig and its' escort fleet head on. At the worst possible moment, however, the R4 droid contacts the Scourge and sends them smashing into the Rebels! Just when all seems lost, Star Wing appears and turns the tide against the*

*Imperials and pirates. Radell Mining scouts arrive soon thereafter and stakes a mining claim, while promising to be ecologically careful.**

(***Operation: Elrood—"Industrial Intrigue"***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Following their adventure on Alluuvia, the Rebels return to Elrood for a debriefing by Shondra Del. They instead receive a holorecording from Shondra – she's meeting with pirates hitting Imperial shipping on Korad, and wants the Rebels to meet her there. They find her Y-Wing in pieces, smugglers saying Imperials were hot on her trail. Her R2 unit tells them that Shondra's reached an agreement with the pirates and is going on to Merisee. At that moment, a ship flies overhead – and a person is thrown out. The Rebels stage a last-second rescue of the person, who turns out to be a merchant named Mikos Argdran. With Mikos tagging along, the Rebels fly to Merisee. Mikos guides the Rebels to the "thinking gardens" of Caronath, Merisee's capitol. They find they've just missed Shondra – but the group is suddenly jumped by Loag assassins, out to murder Mikos. The group is saved by the sudden appearance of "The Cult of Those Who Redeem" – a group of warriors with a grudge against the Loag. It seems Mikos has earned the wrath of an ex-employer – namely, Rakaan crimelord Lud Chud. The hunt for Shondra leads to the planet Torina, and an Ithorian pet-shop owner named Eeksa. She promises to help in return for a favor – transport a vicious albino farlek to the zoo of Master Pelleo Thog. There are Imperials visiting – and one of them recognizes Mikos. Suddenly, more Loag assassins attack, and the Rebels beat a hasty retreat. Fed up, the Rebels search Mikos and find several hidden datadisks – info Mikos stole from Chud, who also wants Mikos dead for telling the Imperials where to find his ships. They return to the pet shop, where Eeksa sadly informs them that Shondra has been captured and sent to the Imperial prison station on Derilyn, in Imperial interdicted space. Mikos sneaks the Rebels aboard an ore freighter, the* Galax Titan*. On the way there, the ship is ambushed by pirates. Ironically, an Imperial SD shows up to fight off the pirates and escorts the freighter to the Derilyn Space Defense Platform. Mikos bolts with the datadisks at the first opportunity. With the clock ticking, the Rebels find their way through the city of Tekar, to the sadistic Arena of Games where Moff Villis Andal and General Afren Hul are about to use Shondra and a recaptured Mikos as target practice for Coynite mercenaries. The Rebels have no choice but to jump into the Arena's gladiatorial floor themselves, fighting the mercenaries and getting Shondra and Mikos out of there! At the same time, Hul is informed that one of the three Star Destroyers in the sector has been severely damaged by pirates. Furious, he places the entire planet under martial law. The Rebels are stranded on Derilyn…**

(***Operation: Elrood—"The Fixer, the Spy and the Chud"***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The Rebels are stranded on Derilyn. Shondra leads them to the Friends of Paran base, hidden in an old factory complex. Taking some time to rest and recuperate, they are asked by resistance leader Dnalla for help in a dual mission. While she's raiding Lud Chud's weapons warehouse, she wants the Rebels to find out what they can about an Imperial plan called "Operation: Elrood." And while they're at it, slip false Ids for themselves into the Imperial computers and plant a virus to allow the resistance to change its datafiles at will. As the Rebels prepare, they are bugged about details of the mission by a resistance member named Dineas D'Ink. With the aid of operative Pter Venteck, the Rebels sneak through the city sewer systems and into the Imperial base. They discover "Operation: Elrood" involves getting the crippled SD* Brazen *to safety before anyone knows how badly it's damaged. Suddenly, Imperials surround the base, and the Rebels are forced to fight their way out of the base. They return the information on the* Brazen *to the resistance base, and are asked to sneak aboard the SD as construction workers and plant bombs through the engine section. As they begin planning this, the lights go out, and Imperial probe droids and scout troopers suddenly arrive on the*

scene. The Rebels are horrified to spot D'Ink in an Imperial uniform, leading the attack! A hasty evacuation begins, as a full Imperial squadron backed up by AT-ATs slam into the base. The Rebels and Del successfully escape, killing D'Ink along the way. They make their way to the Derilyn Space Central Starport, where the Empire is on an intense manhunt for Rebel sympathizers. Using their false Ids, the heroes are shuttled up to the orbiting defense platform. They take what they can from the station to make the bombs, while repairing a YT-1300 they find in a docking bay. They sneak into the Brazen*'s superstructure, evading patrols along the way. The bombs are planted, but the Rebels are discovered as they move to escape. Just as all seems hopeless, the pirates return in force – Shondra's mission was a success! The SD explodes, taking a huge part of the station with it…**

(***Operation: Elrood—"Death of a Star Destroyer"***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Recent intercepted intelligence from the Empire indicates they are hard at work on a previously unexplored water world named Sedri. Specifically, they are looking for something called "Golden Sun" – a weapon apparently, but of what type is unknown. A Rebel dignitary, Mors Odrion, heads out there with his Calamari aide Rekara. Weeks later, only Rekara makes it back – utterly insane and clutching a small green rock. A Rebel team is sent out to Sedri immediately. (Rekara insists on coming along.) No sooner do they arrive than a golden wave of energy knocks their ship out of orbit, sending it crashing into the water. Nearby, they find a group of seatroopers attacking a native Sedrian called Pek. They save the seal-like creature from the Imperials, but Pek insists on taking them to the underwater town of Fitsay to stand before his father, Chief Priest Cardo. They find a city in turmoil, with a Sedrian named Karak trying to overthrow the government. Cardo explains that Karak just wants the Golden Sun for himself…but he will not, under any circumstances, explain to the Rebels what the Golden Sun is. The Rebels spend the night exploring the city. The next morning, Pek defies his father's edict and takes the Rebels to the Imperial base. The floating garrison is unfinished, with only a skeleton crew. Pek helps the Rebels sneak in, and they have a look around. They spot garrison commander Aban speaking with Karak. Suddenly, a supply shuttle arrives. The Rebels race for the launch ports, barely escaping in time. They rush to Fitsay to warn Cardo and the other Sedrians. As they speak with Cardo, a group of renegades attack the city, stealing away a piece of coral and escaping except for one taken prisoner. Cardo has the heroes healed and finally explains what Golden Sun is – the coral, which has a communal consciousness and a great strength in the Force. The prisoner awakens, and lets slip that Odrion is in Karak's hands. An expedition is sent out to Karak's settlement. Karak isn't there, but his misguided daughter Fala is. When confronted with a holorecording of Karak with the Imperials, however, Fala changes her tune and agrees to help. But they find an empty cell and a guard who reveals Karak took Odrion with him. The whole group (now including Fala and some renegade soldiers) returns to Fitsay. They get there just as an Imperial floating walker attacks the city…A fierce battle ensues, but Karak reaches the Great Dome containing the Golden Sun. Cardo is mortally wounded. The Rebels chase Karak into the sun caves, fighting his henchmen along the way. They finally find Karak, who has harnessed the power of the Golden Sun and tainted it with the Dark Side. He also has Odrion and is using him as a shield. Contacted by the coral through the Force, the Rebels realize the only way to save the galaxy from Karak and the Golden Sun is to destroy the coral forever. The coral agrees, and explodes, scattered across the oceans. Karak loses his powers and is defeated and imprisoned. The Rebels repair their ship and leave, but Odrion and Rekara stay behind to serve as diplomatic liaisons for the Alliance. And the Imperial garrison loses all support and is vulnerable to a Sedrian counterattack…**

(***Battle for the Golden Sun***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The Bishop of War, once the leader of the warrior caste of Sedrians that protected the Golden Sun, became the nominal leader of the Sedrians after the Empire was driven from Sedri. The position was nearly made obsolete after the break-up of the Golden Sun, when many Sedrians believed the Golden Sun had died and would never return.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)
- *A group of Alliance Counterintelligence Specialists have infiltrated an Imperial tech outpost on the swampy planet Lotide to procure information about Imperial fleet replenishment. With the briefcase-shaped QT-7 helping them, they receive some coded info. Before they can decode it, however, a technician discovers them! Some quick talking saves them from that mess, but they still have to decode the info. They sneak around the facility to find the code-breaker. They deal with the senile Dr. Benkin, forced to tour the facility with another scientist, and forced to answer "a few routine questions" for Captain Hawra. Finally, they make their way into Lieutenant Pora's office and find the code key – just in time for their cover to be blown sky high! A furious chase ensues through a minefield and electric fences. They steal some speeder bikes and make it clear. They make their way back to Alliance Sector HQ on Fangol and report to Major Lawra Mers. After giving QT-7 a day to go through the decoded info, Mers assigns the group a new mission – a replenishment fleet is stopping at Refrax for maintenance. But to attack the fleet, the Rebels first need fuel. To get it, the group is going to take a stolen* Spiral*-class assault ship (another team will take a second) and board* Black Ice*, the replenishment fleet's huge fuel container ship. The group must take it over and get it to the Alliance. The two assault ships are loaded in a freighter and launched toward the Ice. As the Rebels launch an attack around the ship, the two* Spirals *smash through the* Ice*'s shields and burrows into its' hull. The two teams fight their way into the engine pods and coaxes the* Ice *into hyperspace. Suddenly the ship itself attacks, using repair droids and shorting QT-7 out. Spy droids attack, life-support malfunctions, sensors fail. What's going on? Turns out Chief Engineer Skolos is trying to retake the ship. A showdown results in the maintenance section. Skolos fights to the death, and the other team is killed in the process. The Ice arrives at the Rebel base – just before a repaired QT-7 discovers a homing beacon aboard leading the Empire straight to them!! It'll take a week to evacuate Sector HQ – the Rebels don't have that long. The Counterintelligence group is put into action again, holding the Imps off in starfighters as the base hastily packs up. After five hard days of battle, the Rebels finally leave their base – just in time for a torpedo sphere, a huge Death Star-based battle station, to enter the system. Mers comes up with a suicide mission – fly the* Ice *straight into the sphere. The Rebel group volunteers, and Mers and QT-7 joins them. The* Ice *flies right into the huge station – Miraculously, the section of the* Ice *the Rebels were on survived the explosion. The torpedo sphere was completely destroyed. The group is rescued and returns to the Rebel fleet.**

  (***Black Ice***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Core News Digest reports the burglary of Moff Jerjerrod's private vault by the famed thief known as Tombat. (Exact date of report via Core News Digest: 36:5:16 i.e. 16 Nelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #6)
- *12-year old Ghent, already working as a slicer for Talon Karrde, cracks the top secret Imperial code ILKO in two months - something that took a full Rebel Alliance team a month.*

  (conjecture based on *Star Wars Encyclopedia* via *TimeTales*, verbatim)

- *Vin Northal's team of commando's makes a fatal error while on a mission, and destroys a children's orphanage, believing it to be a Rebel base. Horrified by what he has done, and learning of other similar incidents that are covered up, Vin defects to the Alliance. On his next mission, he allows himself to be captured, and to their astonishment, requests political asylum. General Crix Madine personally vouches for him.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)
- *Colonial News Nets reports that the leader of the anti-Empire "Justice Action Network," Earnst Kamiel, has been captured on Eldrood and is being held for extradition to the Haldeen Sector to be tried in Imperial Court. (Exact date of report via Colonial News Nets: 36:5:23 i.e. 23 Nelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)
- *After several years of development, Dr. Issan Len manages to develop a prototype droid called X0. The unit succeeds beyond his wildest dreams – it turns out it can not only control complex operations like spaceships and space stations, but can actually redesign and modify those ships and stations to become far more efficient. Having become a Rebel sympathizer, Len contacts the Alliance about using X0 and its' under-development X1 descendants. Meanwhile, unbeknownst to him, his assistant Vreen meets with Imperial ship builder Lira Wessex and spills all about the droids…*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Crisis on Cloud City" via *TimeTales*, verbatim)
- *Core News Digest reports that the levying of a new export tariff on luxury agri-goods in the Bormea Sector has hit Chandrila especially hard (as we can assume the Empire intended). (Exact date of report via Core News Digest: 36:5:27 i.e. 27 Nelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)
- *Colonial News Nets reports that Governor Wilek Nereus and the Bakuran Senate have finally reached an uneasy agreement to leave the existing Bakuran infrastructure in place, but subordinate the Bakuran constitution to the Imperial charter. Things are finally settling down on the world. (Exact date of report via Colonial News Nets: 36:5:30 i.e. 30 Nelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #6)
- *The Alderaan Expatriate Network reports that Leia Organa has released a holovid to Rebel cells, informing them that it was the Empire who was responsible for the plague outbreak on Dentaal, in response to the world's declaration of independence. (Exact date of report via Alderaan Expatriate Network: 36:6:3 i.e. 3 Helona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #7)
- *Brak Sector News reports that a demonstration in Amma's Central Sector Square turned violent when demonstrators became rioters attacking local Imperial forces, led by Moff Ramier, who had no choice but to attack the crowd with deadly force, citing it as an act spawned by Rebel cells. (Exact date of report via Braak Sector News: 36:6:7 i.e. 7 Helona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #7)

- *Invisible NewsStack refutes Brack Sector News' claims that the demonstration-turned-bloodbath in Amma's Central Sector Square was brought on by Rebel urgings. Instead, they show that the Imperials (as noted through the absence of the Bacrana System Defense Force) planned the slaughter to eliminate the message of dissent promoted by the demonstrators. (Exact date of report via Invisible NewsStack: 36:6:7 i.e. 7 Helona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #7)

- *After a year of taking heavy losses there, and recognizing its' lack of military and economic value, the Empire decides Tatooine is simply not worth the trouble and abandons its' base and garrison there, effectively ceding the world to the Rebels, Hutts, and other natives.*

  (conjecture based on *Slave Ship* via *TimeTales*, verbatim)

- *Aban, a Commander in the Imperial Navy, is placed in charge of the construction of the Imperial garrison on the planet Sedri. He forms an alliance with the renegade priest Karak, hoping to obtain the power of the Golden Sun for the Empire. The plan backfired when Karak was captured by Pek and Fala, but Aban continued to make progress.*

  (conjecture based on *Dark Force Rising* and *Star Wars: The Roleplaying Game*—"Battle for the Golden Sun" via *TimeTales*, verbatim)

- *Abek uses his station, known as 'Abek's Station', located just off the intersection of the Sisar Run and the Ac'fren Spur as a staging area for his personal group of pirates, outside his work for Sprax. When it was learned that Limna Yith was being held on the station, many interested parties converged on it, including a group of dispatched by Sprax himself to rescue Yith. In the struggle for possession of the Kerestian,* Abek's Station *was severely damaged when the Imperial warship* Iron Storm *bombarded it with laser fire. The station was abandoned.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)

- *Imperial Prefect Adar, controller of the planet Denevar, accuses Reson Nath of a variety of crimes, including abetting a known criminal and conspiring against him. The trial was presided over by Janq Paramexor, and overseen by Moff Gorliz. As was often the case in respect to the various guilds sanction by the Empire, Nath was subject to the rules of the Paramexor Guild of Hunters. Her punishment was to face her accuser in armed combat. Adar, a thin man without much physical training, realized that he would be killed in combat against Nath, and withdrew the charges. However, Moff Gorliz had already placed a bet with Janq Paramexor that Adar would last at least ten minutes in the battle, and ordered them to begin combat.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 10: Bounty Hunters" via *TimeTales*, verbatim)

- *Alexan was the codename of the Imperial Governor controlling the planet Jastro III and its surrounding system during the Galactic Civil War. He used it during his intervention between his daughter and Selas Ferr, pretending to be a supporter of the Alliance. The Governor's daughter was in love with Ferr, despite the fact that he was a member of the rebel underground. Alexan provided assistance to Ferr, and agreed to help him rescue a group of rebel prisoners in return for the safety of the Governor's daughter. Neither Ferr nor the daughter knew Alexan was the Governor, but the rescue of the prisoners and Alexan's daughter was a success. Unfortunately, Alexan was severely wounded in the escape attempt, and died of his wounds. Only after the escape did Ferr and the daughter realize Alexan's true identity.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)

- *Hyobu Sulloran, having gained a mentor (Gybellom Osa), is on his way to soon becoming a smuggler with his own ship. When Imperials board Osa's vessel, however, Osa is killed and Hyobu is imprisoned. He is brought before Darth Vader, who has been tracking his movements, at Palpatine's behest, since Hyobu left his homeworld, around the same time Anakin Skywalker became Vader. Hyobu, he reveals, is Force-sensitive. Palpatine wishes him to be molded into a Dark Side soldier, but Vader cannot take time to train him with his other responsibilities. Hyobu is sent to a training facility where he is soon augmented with cybernetics to make him an efficient killing machine, attuned to the Dark Side.**

(conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Espan Balfed was the heir to the Balfed family fortune. Unfortunately for Espan, the fortune amounted to virtually nothing, after the Balfeds were set up and framed by the House of Tagge during the Galactic Civil War. He was a Captain in the Imperial Navy, commander of a customs frigate at the height of the New Order, but even his contacts in the military couldn't reverse the decision against the Balfed family.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)

- *A Rebel soldier, Tiree, has disappeared on the planet Questal. He went there without orders, without even consulting Alliance High Command. Why? Because his sister had sent him a distress call to find her missing husband, Rogan. On that planet, the evil Moff Bandor rules with more of an iron fist than usual – and Rebels disappear from there all the time. The Alliance has therefore written him off. But his friends won't – they go to Questal after him. They arrive as the planet prepares a gala celebration – Bandor's birthday. The people have been told to celebrate for an entire week – or else! The Rebels find themselves pitted against a rampaging trompa from the Lauskner's Arcadium, where they spot Rogan. They then head to a seedy bar named Shilley's. After talking to the owner, the Rebels pick up a signal from Tiree's pendant – which is around the next of a swoop gang leader. A chase later, they are led to Tiree's X-Wing and his droid R2-D0. Deo shows some holoimages – Shilley, another woman they saw at the rampage with Rogan, Tiree in the middle of a group. Returning to Shilley's, they resume their talk with her. She invites them to the gala at Turf Boss Mosh Pelkan's mansion. That night, they mingle among the underworld and Imperial guests. Pelkan treats the attendees to some gladiator games. The Rebels are suddenly thrown into the arena as part of the games!! They're helped out by another Rebel agent who happened to be the party, Lanni Peggann. She leads them to her sanctuary, where they find that mystery woman. She introduces herself as Tyerle, Tiree's sister. She begs the Rebels to find Tiree…The only place to look for him now is in Moff Bandor's palace. Infiltrating the carnival, the Rebels sneak in. In Bandor's office, they find a message to the Emperor – something about a "Hurlothrumbic Generator." Continuing on into the brig, they find a captured pirate gang who talks of Bandor's "powers" and how Tiree was taken to Bandor – and never seen again. The Imperials catch on to them, and they are carefully chased and herded into…A carefully constructed labyrinth, with the Generator at its' center. Bandor gloats over speakers as he hunts them, the Chambers themselves will try to kill them – the most dangerous game. They win, they may – or may not escape. They lose, they die. They start through the Chambers, facing various threats along the way. As they go, the Rebels find themselves gripped more and more by irrational terror. They realize the Generator itself is causing it – that's what it does. At the end of the maze is Bandor. They manage to rip off the helmet protecting him from*

the Generator's effects. Terrified out of his mind, Bandor activates a self-destruct on the Generator, then blows his brains out. Managing to find Tiree huddled in a cranny, they manage to shut off the Generator's fear-transmitter, then gets away as it explodes. Tiree is returned to his sister, Rogan also returns, and the Alliance praises the Rebel unit while apologizing that they didn't consider Bandor such as a threat as he was...

(***The Game Chambers of Questal***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The guerrilla war between the Rebels and the Empire reaches a critical point on the planet Polmanar. The guerrilla effort is on the brink of collapse, but they only need to hold out for a few more weeks – the Imperial Admiralty has ordered that if Polmanar can't be pacified by then, that the blockade of the planet be abandoned. This would prove a shining symbol for the Rebellion – that standing up to the Empire is possible. A group of Rebels are sent to Isis to ferry medical supplies to the battered world...*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Isis Coordinates" via *TimeTales*, verbatim)

- *It was just a matter of time – the Imperial Survey Corps, in the form of the vessel* Wanderer*, has finally stumbled upon the Rebel safeworld of Isis. As the ship moves in for a close scan, the Rebel team heading for Polmanar arrives and gives chase. The ship's hyperdrive is destroyed, but the* Wanderer *gets its' scan – and proof that Rebels are on that world. Chasing through the planet's crystal canyons, the* Wanderer*'s noisy engines sets off an avalanche that crashes both ships... The Rebels dig out of the rubble, only to run into Gutretees. They insist on a contest of strength, and one Rebel reluctantly battles with the tribal leader Iponta. After a difficult brawl, the Rebel wins. In return, he receives Iponta's memories – including where the crashing Imperial ship went. They find the* Wanderer *empty, its' crew already gone – as well as its black box. Realizing the Imperials are going to get offworld at the first opportunity, the Rebels race to the nearest city, Neskroff. The local officials are quickly told of the situation, and a curfew and city search is quickly begun. The Rebel team leads the search. They quickly find the Imperials (now in civilian clothes), and a desperate chase ensues all the way to the (shut down) spaceport. The Imperials manage to steal the Corellian Gunship* Handree *– the ship meant for the Rebels, filled with critical medical supplies for Polmanar!! As the ship flies into the atmosphere, the Rebels make a desperate boarding attempt and succeeds... The ship jumps to hyperspace, en route to the Imperial base at Miser, in the Bespin system – 12 hours away. The Rebels fight their way to the bridge, but a female Imperial officer named Ishale Meahonon rips the nav computer to shreds and fights to the death. The ship is locked on course to Miser Base – and the Rebels can't do anything about it. They begin hunting for Captain Pilia Tonth and the rest of her crew, who are quickly laying traps for the Rebels. All they have to do is survive the trip – the Imperial Navy is waiting for them at the end of the journey. Tonth finds the medical supplies, giving her the perfect opportunity – she opens the forward hold, intending to chuck the supplies into hyperspace to be lost forever. The panicked Rebels race down to stop her – just what she had in mind. The Rebels frantically work to save the cargo as Tonth climbs up to the ship's computer complex. The* Handree *arrives in the Bespin system – and sure enough, the Star Destroyer* Desolator *is waiting for them. The Rebels were unable to find Tonth or the black box, and they are quickly captured and brought before Admiral Grendreef. Tonth appears and triumphantly gives the black box to Grendreef. He sends the Rebels down to the base in a shuttle, then prepares to leave for Isis and a bloodbath. For the Rebels, a miracle occurs – one of the "Imperials" on the base is secret agent Ulthar Blaze, who breaks them out. But one Rebel has already been sent to Grendreef for torture. He is rescued, but not before telling Grendreef all he needs to know. Blaze and the Rebels*

desperately chase the admiral. He escapes and makes it to the SD…. but he doesn't know the Rebels followed him, so they easily stow away in his shuttle. As one Rebel moves to alter the Isis coordinates from the SD's computer, the others commandeer the Handree. The Rebel alters the coordinates, sending the SD heading off on the wrong course. With only minutes left before the Desolator *heads into hyperspace, the Rebels repair the* Handree *and disables the SD's tractor beams. At literally the last minute, the Rebels escape. The SD flies right into a star and is vaporized. The Rebels limp to Polmanar with the supplies, and all's well that ends well…*

(***The Isis Coordinates***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *While en route to the Keldrath Sector, an Alliance group is ordered to stop by Lianna, home of Sienar Flight Systems (home of the infamous TIE family of starfighters) to drop off a data disk for Rebel operative Jenna Lars. Unbeknownst to them, an Imperial test near the planet has gone wrong – and a specially modified probe droid has vanished…The Rebels arrive to find the planet covered with Imperial warships. They briefly spot the probe droid before it completely disappears again. They realize how it's doing that – a cloaking shield!! Once they land, they head immediately to Orman's Sky Palace and the meeting with Jenna. Once the probe droid is mentioned, Jenna insists that the Rebels follow her orders – go to the Imperial hotel, meet another Alliance operative, and bring her up to date. They check in at the 76'th floor and meet with Terri Karl, the operative. She slips them some weapons (weapons are forbidden on Lianna), and tells them that the Empire is working on a cloaking shield project – Project NOVA. Imperial Advisor Rodan Verpalion is coming in tonight to oversee the project's completion. The Rebels will sneak into Santhe / Sienar during the , welcoming party to steal the blueprints. She sends them to yet another contact at Glaggerick's Tavern, where "Astenn" asks the Rebels, not to steal the plans, but to copy them and then rewrite the plans to make it unusable. The Rebels infiltrate Santhe / Sienar headquarters, making their way to Lady Valles Santhe's private office and hacking the plans. They learn along the way that Lady Santhe has been working with Liann pirates – and with the Alliance. They also learn that the completed NOVA prototype will be tested in three days. Terri picks them up as they escape the building, then takes them to the reception for Verpalion the next night. The Rebels find themselves desperately trying to avoid detection in plain sight. Making their way out into the streets, rushing back to their ship, only to be jumped by Orman's thugs. Fighting them off, they take off and try to outrun the Imperial ships, and manage to escape into hyperspace. They learn afterwards that the plans were laced with a protective virus that erased the blueprints. The NOVA Project has been seriously set back…*

(***Mission to Lianna***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *EL-434 was an assassin droid serving the Empire shortly after the Battle of Yavin. Little is known about EL-434 since the droid has been very efficient in eliminating all records and witnesses. Alliance Intelligence postulates that it was built in Junquers system, and that the droid has been active for many years. One of his missions was to infiltrate a Rebel base and kill everyone inside. The Rebels, prepared for the attack, managed to subdue the droid. Over - riding its self - destruct program, EL-434 postulated that the Rebels would transport it to an important Rebel base or safe world. Sure enough, EL-434 was soon aboard a prison ship, the* Celestial*, en route to a safeworld. A hyperdrive malfunction, however, plunged the ship into Otherspace. EL-434 found itself aboard the Charon vessel* Desolate*, where it fought Charon constructs, Charon warriors and Rebel agents within the Hall of Contests in the alien ship. EL-434's current status is unknown. El-434 is made from a cerillium composite, giving it a dark sheen. His motor - ball forms a base for his crustacean - like upper body. All of EL-434's*

critical systems are well armored. The droid is armed with built - in blaster cannons, concussion missile launcher, a motor - ball, electrophotoreceptor, infrared scanner, com - signal detector, motion sensor, chemical sensor, and auditory membranes. EL-434 is 1.5 meters tall.

(conjecture based on *Star Wars: The Roleplaying Game*—"Otherspace" via *TimeTales*, verbatim)

- *Death stalks the galaxy. The dread Charon, destroyers of worlds, killers of galaxies, have found their way into realspace. If they are not stopped - and soon - the Rebels' galaxy, too, will die. In a remote, little -traveled corner of the galaxy, the Alliance safe - world of Stronghold floats serenely against the bloody backdrop of Rebellion and Empire. Here, families of Alliance warriors hide, safe from Imperial attack. But something has gone wrong on the safe - world. Terribly wrong. There has been no contact with Stronghold for weeks. No comm reports, no ship traffic. Nothing. It is as though the entire planet has vanished. Six Alliance personnel race to Stronghold to find out what has happened to the planet - and to their friends and loved ones hiding there. Six Rebels - against the Invasion!*

(***Otherspace II: Invasion***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Rebel group is given a coded transmission to drop everything and report to Admiral Ackbar at an Alliance base in the Sumitra section. They're wanted there yesterday, so they're forced to take a shortcut through the Marcellus Nebula – but in a region of space where star charts show nothing, their ship suddenly leaves hyperspace in front of a mist-covered planet and is totaled by a floating mine. The ship splatters itself all over the planet's surface, but the crew survives relatively unscathed. The Rebels set off through the marshes, shook up by occasional earthquakes. They come upon some natives named the Sekct, who are being attacked by monstrous Mosrk'tecks. The Sekct confuse the Rebels for people from the "death machine." Suddenly, both groups are set upon by Imperial swamptroopers. Convinced they have a common enemy, a Sekct named Hissest leads them to her tribe. But "She-Who-Speaks" is offended at the idea that the Rebels are divine aid, and insists on a trial by combat for them – with Hissest as the opponent. If the Rebels lose, they will be forced out. If they win, She-Who-Speaks will be rid of Hissest. Realizing the Sekct have a very primitive definition of "death," the Rebel chosen only knocks Hissest out, then revives her. They learn Hissest and the other Sekct all have a high level of toxin in their blood – they will be dead in a couple of years. When asked, the Sekct blame the "death machine." The Sekct lead the Rebels to the "death machine" – an Imperial hyperbaride synthesis plant. The group is jumped by assassin droids, which the Rebels destroy. They sneak into the plant, where they come upon a protocol droid named M3P0C. He belonged to the plant's original director, Arviz Linden, before the Empire nationalized the planet and slit Linden's throat. Linden had had the plant running at an eco-friendly 25% capacity, but the Empire moved it up to 100% without a thought to the environment or natives. With the droid's help, the Rebels hack into the computers. Along other information, they learn a pair of sisters runs the security force – but they had a third sister, Gayle Sertim, who was killed by Imperial Director Vost Tyne due to her friendship with Linden. (They were told the Rebels killed her.) Suddenly, the Rebels are ambushed and knocked out…They awaken in a detention cell, with Darci and Marci Sertim (Gayle's sisters) hovering over them. The Rebels show the sisters proof that Tyne killed Gayle. They agree to help the Rebels in turn. The heroes steal a scout ship and races back to the Sekct tribe – only to battle a passing scout ship on the way. The enemy scout ship is destroyed, and the Rebels arm and gather the natives for an attack on the plant. But just as the attack starts, Tyne takes the Sertim sisters prisoner. The mercenaries working for the sisters join the Rebels and alerts them*

to the emergency. Marci is rescued, but slips away from the others – unbeknownst to them, she rigs the plant to explode. All forces converge in the landing bay, where Tyne uses Darci as a human shield and uses Dark Side powers learned from Darth Vader on the Rebels. After a difficult battle, Tyne panics and escapes. The Rebels evacuate the plant as fast as they can, then takes off in a transport as everything for two kilometers around is vaporized. Upon returning to the Alliance, they send a rescue ship to pick up the Sertims and the mercenaries. The Sekct have been saved, and they immortalize the Rebels in their poetry…

(***Planet of the Mists***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Rebel unit is running for their lives on the jungle planet Aris, with stormtroopers right on their heels. They find themselves running into a transport barge, disguising themselves as Anomids. The barge takes them to the Calamari luxury liner* Kuari Princess*, where they check in as the Anomids they stole their disguises from. The Princess sets off for the beautiful "Maelstrom" nebula. Just after the launch, a strange-looking protocol droid named DM/C3 approaches the Rebels. It recognizes them as Rebels and leaves them a message that Imperial forces are on the ship. They also learn the engineering area has been sealed off, and spots an elite unit of stormtroopers. That night, the troopers search the ship for Rebels during a gala ball. The real Rebels take the opportunity to check out Engineering… They find two Moffs, Torpin and Vanko, have set up quarters on the engineering deck. Slicing into their computers, they learn that pirates in these sectors are sucking out the Moff's profits, and they're supplying false reports to the Emperor. They're here to plan an offensive against the pirates hiding in the Maelstrom, without getting Palpatine's notice. Suddenly, the group is jumped by an overwhelming amount of stormtroopers and are captured. As they are about to face a torture droid, the Princess is suddenly jumped by the "Riders of the Maelstrom" – the pirates!! The pirates quickly board and conquer the ship. As the Rebels escape engineering, they notice the pirates hauling machinery that way. DM/C3 tells them what the machinery's about – they're locking the Princess on a collision course with the mining station Oasis. The group splits up, with half stealing a shuttle and going to warn Oasis, the others doing what they can to retake the liner. The Rebels on Oasis (which doubles as a Rebel safe house) quickly send every X-Wing they have, as the ones on the Princess fight their way to the bridge. The pirates fight viciously, determined to guard the Princess until the crash is unavoidable. On the bridge, DM/C3 lies in pieces, and the only surviving pirate is Captain Targrim. He finally makes a run for the hangar bay, giving the Rebels only minutes to turn the ship around. At the last second, they manage to steer the Princess away from Oasis. The two Moffs have been captured, and Targrim is on the run, though he vows revenge…*

(***Riders in the Maelstrom***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Rebel intelligence base on Dankayo uncovers some startling spy info – a trio of Star Destroyers are on the way to vaporize the base!! The Rebels evacuate, and are long gone by the time the Imperials begin their attack. But the Imperial commander in charge does make one significant discovery – a group of datapacks whose self-destruct had failed, and which contain detailed information about all Rebel activities in the area! He immediately sends the datapacks to the Imperial intelligence center on Coronar. The Rebels learn of this, and send a group after the transport* Elusive *(containing the datapacks) immediately. They arrive at the Dankayo system just as* Elusive *has dumped its' trash and is about to hyperjump. Although badly damaged in the ensuing attack, the transport manages to escape into hyperspace. Sensors indicate the transport made a last-minute course change – but to where? Suddenly, a Squib needle ship shows up and starts tractoring in debris. Before the Rebels can say anything, another ship appears – an Ugor battlewagon, the rivals of the scavenging Squibs. A three-way fight*

begins, and the Rebels chase the Ugors off. They intercept a message to the Squib ship from the Elusive *– there's a Squib spy on the Imperial ship! Realizing they have to deal with the Squibs to find out where the transport is going, the Rebels negotiate with them, boarding the "Momship" and meeting with the "Chieftain of All Junkyards," King Ebareebaveebeedee. They agree to hand over the course of the transport in return for one (and only one) thing – a "quest object" from the "System of Paradise." A Squib guide, Spilfer, is sent with the Rebels along with a droid, L9-G8. The Rebels find themselves in an out-of-the-way star system, blockaded by Ugors and filled to the brim with space junk. The Ugors board the Rebels' ship (an Imperial shuttle) for inspection. Spilfer is hidden, and the Rebels are hauled aboard the Ugor ship and brought before the Chief Tax Chaplain, ArrGack. Just as the Rebels are about to successfully bribe ArrGack for the right to scavenge in the junkyard, a disguised Spilfer comes in – he couldn't resist the chance to haggle. Of course, he is uncovered, and the Ugors plan to eat the Rebels. Talking fast (and thinking faster), the Rebels are forced to play Ugor chef (with L9 leading them along) to appease the slimy aliens. The Ugors finally relent, but take the Rebels' weapons and disable the weapons on the shuttle. They then let the Rebels into the junkyard. As they enter, they notice a pirate ship tailing them. The Rebels fly to a giant 40,000-ton hunk of junk. Spilfer explains that they are to get a pod-sized device inside it. Sneaking past a cordon of Ugor protection ships, the Rebels board the strange hunk of metal. Docking through an emergency airlock, the Rebels find themselves in what must have been part of an Imperial construction of some kind. They find and repair some stormtrooper rifles scattered across the floor, and just in time as some twisted droids attack them – one carrying a lightsaber!! The Rebels fight them off and continue on into a strange room, one filled with medical and mechanical repair equipment. They see what appears to be Darth Vader and panic, shooting and launching themselves at the figure…only to find a disembodied helmet and cloak on a stand. Spooked, they continue on into a disposal tube, where they face a Dianoga. One firefight later, they find themselves at the chamber containing their prize – a gravity-well projector. The Rebels finally figure out where they are – a huge chunk of the Death Star, hauled out of the Yavin system by the Ugor scavengers!!! With some difficulty, the Rebels free the projector from its mount and start hauling it toward their ship. Suddenly, the pirates from earlier ambush the Rebels. At the same time, the shuttle is attacked and the Rebels are forced to talk L9 via comlink through piloting and fighting its way to them. The shuttle picks the Rebels up, and they fly off, as the junkyard suddenly becomes a maelstrom of collisions and destruction. They don't get far, however – they are surrounded by Ugor ships on all sides as Squib ships show up and start harvesting the newly freed garbage. The Rebels make it to the Momship, where they present the gravity well projector (which was what was keeping the junkyard together) to the King. In return, the King gives them the location of the* Elusive *– the Imperial naval installation on Tolan, where it is undergoing repairs. Realizing they can't attack the transport at the installation, and that they can't catch them in hyperspace, the Rebels hit upon a desperate plan – use the projector to bring the transport out of hyperspace. They haggle with the King, and finally get the projector in return for salvage rights to the transport once the Rebels are done with it. The King also gives them a datapack, to view after they destroy the* Elusive*. The Rebels calculate a point on the Imperial's course from Tolan to Coronar and lie in wait with the projector. The transport is pulled out of hyperspace in front of them, all right – with a TIE fighter rack welded to its' hull!! The TIEs launch, and the Rebels face an uphill battle. Realizing they can't win, the Rebels realize suddenly they have an ace up their sleeve – they overload the generator, creating a runaway black hole. They cut the generator loose and escape as the black hole sucks up everything in sight, including the transport. Mission accomplished, and the Rebels*

check out the King's datapack – a pact of mutual support between the Squibs and the Rebel Alliance. Except the Rebels just destroyed the generator and the promised salvage. Uh oh...

(***Scavenger Hunt***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *In the Core, the planet Demophon is on a countdown to destruction – its' ancient red sun is about to supernova. But the Empire rules here with an iron fist, and life in the industrial planet goes on under tightly regimented control. The Rebels have found it nearly impossible to infiltrate this law-choked society, but a group manages it under the pretext of transporting computers and equipment from Demophon to Mowgle. But as they load their ship, Imperial agents storm the hangar and moves to arrest the Rebels and their employer. The employer, one Thadius Black, begs the Rebels to lift off now – there is more at stake than they realize. As Black and his companions hold the Imperials back, the Rebels take off in their ship, the* Black Obsession*. One firefight later, the Rebels are en route to Mowgle. Hearing noises from the cargo, the Rebels open the crates – and find not equipment, but people inside. The people are led by Black's wife, Kymber, who explains that these are political prisoners on the run from the Empire. She begs the Rebels to go back to Demophon and save Thadius – she doesn't want her infant son to grow up without a father. Upon arriving at Black's base on Mowgle, Kymber and her father-in-law Perth pays them 10,000 to attempt the rescue. The planet is at a boil when they return – both emotionally and literally. The sun is heating up. Panic and crime are everywhere. They head to Mazzoney's, a cantina, for help getting into the ISB building. After getting some info on a secret entrance, the Rebels use it. They make their way to the detention level and breaks Black and his men out. (One, Daria, has already been taken away in a shuttle.) They fight their way to the roof and escape in a shuttle with Black and the other prisoners. They return to Mowgle, where Black is reunited with his wife and son.*

(***Supernova: Infiltration***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Rebel group travels to Tyed Kant, an agricultural world. Specifically, to Premier Provisions, a small ranch that covers for an Alliance listening post, to give new orders to chief executive officer Sehn Baroule. But when they arrive, they are directed to Nebula Consumables instead – and nearly tractored right into another ship! They avoid the near collision, and are met upon landing by a customs droid. He leads them to Nebula manager Faerz Waleth, who tells them that no one's heard from Premier in a day and a half. He loans them a cargo skiff to Premier in return for the Rebels telling him what happened later. The Rebels are intercepted in mid-air by a giant Iagoin and some pest-control droids, who seem to be pestering the Iagoin into a frenzy. The Rebels shoot down the droids and land, to find the ranch deserted. They come upon a droid, LB-K2, who insists on joining them. The processing plant is locked, so the Rebels force their way in. They find bodies everywhere, piled all over the floor. The security tapes reveal that everything computerized on the ranch malfunctioned catastrophically. The computer sealed the plant, leaving everyone inside to die from asphyxiation. Suddenly, security cameras show armed, helmeted men entering the plant. The ranch's repulsorlifts begin to fail, and it starts plummeting into the gas giant's atmosphere. The Rebels race into their skiff (picking up one of the armed men's receivers along the way) and escapes barely in time. When the Rebels return to Nebula, they are seized by guards and hauled before an angry Waleth. It seems the same thing that happened to Premier is starting to happen here as well. The security tapes indicated one R2 unit left the plant, and the Rebels (once they persuade Waleth they aren't to blame) track it to a Nebula warehouse. Once analyzed, a virus is found inside the droid – that virus apparently destroyed Premier. Now, in a matter of hours, the virus can be purged from Nebula. Waleth*

figures that the virus came from one Sabel Corazon of Gryseium Inc. She's been trying to win an Imperial contract, and has apparently decided to eliminate the competition. Waleth offers the Rebels 10,000 to take the R2 droid back to Gryseium, infect the plant, and put them out of business. The Rebels agree. Just as they load the virus into Gryseium's computers, the alarms sound. The Rebels fight their way back to their ship, only to be chased by a Corvette commanded by Sabel. They can't outrun or outgun it, so the Rebels blast it while still in the atmosphere, covering the sensors and windows in soot. The Rebels make another quick getaway…

(***Supernova: The Mynock Conspiracy***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The Rebels are contacted by the Urshant family in the city of D'larah on Demophon, and asked to ferry the family off the dying world for 50,000. But when they land on D'larah, they are immediately attacked by a group of thugs who board their ship and orders them to take off. City Patrol officers are right behind them, and a firefight erupts. The Rebels help the officers capture the thugs, then make their way to the Urshant household. There they meet hyperdrive technician Andus Urshant, his very pregnant wife Zoam, and their children, Aklan and Fianna. They all head to the spaceport together, but find a ton of City Patrol waiting for them. City Patrol captain Flint explains to the Rebels that Zoam tried to buy her family's way offworld with a new hyperdrive system that would allow a ship to jump near stars and planets. She tried to sell this to a group of criminals called the G'uotr Network. The Patrol has been monitoring her ever since her aborted sale. Zoam breaks down and confesses, and gives Flint the data disk containing the new hyperdrive specs. With that, Flint lets them go. They return to the docking bay…to find their ship gone! They are stranded on Demophon! The obvious suspect is Choaaty Mossk, leader of the thugs from earlier. He's in the hospital, and won't talk. On a tip from Flint, the Rebels go to a bar called "Marqo's," where Mossk and his gang were known to visit. In return for a hefty bribe, the bartender reveals that Mossk puts his stolen ships northeast of the city. Flint provides the Rebels with protective worksuits. One firefight later, the Rebels have their ship back, and gladly takes off with the Urshants…*

(***Supernova: Triple Cross***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *One of the worlds in the Demophon system is Jatee, an automated mining world. But it is also home to a sentient race of reptiles called the Ssither. An ex-Imperial Species Identification Bureau member turned Rebel, Dr. Soron Hegerty, asks the Rebel Alliance to help her evacuate the Ssither from the Demophon system. Issued a run-down freighter, the* One Liner*, the Rebels are told this will be a one-way trip – Hegerty only asked for a pilot, not a ship. Given a nav droid, R2-M3, the Rebels set out for Jatee. After fighting past the automated defense systems and landing, the Rebels leave the freighter to explode and heads into the caverns, where they meet Dr. Hegerty and the Ssither. Hegerty explains that there is a hyperdrive-capable ship in the mine – they will steal it to make their escape. The plan goes off without a hitch. But when they arrive at the Ssither's new home (Butler's Cove in the Stribos system), they find an unpleasant surprise – an Imperial scout vessel, planning to make a new base on that world! At Hegerty's advice, the Rebels attack and board the scout ship, forcing the scouts at gunpoint to send a false report to the Empire. But things aren't over with yet – a pirate ship arrives to find stolen treasure. The Rebels defeat them as well.*

(***Supernova: The Evacuation of Jatee***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Rebel group is sent to Demophon, now only hours away from destruction, to track down an Alliance spy named Enid Vahr. He had valuable information on new Imperial technologies. No sooner do they land than an Imperial bureaucrat named Jared Fronz "borrows" their ship for the relief efforts. The Rebels search Vahr's*

quarters, and finds it booby trapped. They are then attacked by three Rebels agents too scared to ask questions first. The Rebels finally convince them they're on the same side, however, and head to "The Clubs" in search of Vahr. They are dragged before the owner, "Ace" Lorle. They fight down Lorle's thugs, and the fat man makes a getaway. They find evidence that Lorle is an Imperial agent. Clues lead them to Shool's Club, to find two members of a Rebel cell Vahr set up. They reveal that Vahr caught on to Lorle, and decided to escape the planet via some smugglers near Sla Kar. Fighting their way past Imperial troop transports, the Rebels head for the smuggler encampment. The smugglers tell them they took Vahr to Tyed Kant, and offers to take the Rebels there. Imperials suddenly attack, and the Rebels and smugglers take off. Once in space, the Rebels make a grisly discovery – the shot-up corpse of Vahr. It seems the pirates double-crossed him. The Rebels fight and kill the pirates. They search the ship and find the data disk Vahr had. They return to Byrne City and recover their ship and the other Rebel agents, then takes off. Just after they jump, the Demophon sun finally explodes, wiping out the whole star system...

(***Supernova: The Beginning of the End***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A mysterious spate of accidents in the underwater mines of Calamari has driven construction of the all-important Calamari Cruisers of the Alliance to a near-halt. Even worse, the two native races (the Calamari and the Quarren) are at each other's throats about the whole mess. A group of Rebels are recruited to go undercover (studying Quarren mining techniques) and investigate. No sooner do they start down on an automated shuttle than it goes out of control, driven by a sabotaged computer into nearly crashing into the city of Morjanssik. The Rebels barely manage to take control enough to crash the shuttle into the sea. After being rescued, the Rebels are brought before the highest-ranking Alliance official, a Calamari named Kalbrac. He explains the situation – the paranoid Quarren refuse to allow an investigation, as they fear looking incompetent. The Rebels then have dinner with the Chief Manager of Morjanssik, a Quarren named Moren Chonk. They manage to persuade him to let them tour the mines, but his assistant Kelmut Wolg is wildly suspicious of them. After the dinner, the Rebels are approached by a Quarren named Walif Merv, who lures them to The Long Drink cantina for a chance to mingle with the locals. After an hour of chats, drinks and games, the Rebels are suddenly jumped by a gang of Quarren thugs. After the gang is subdued, they confess they were paid by a Quarren named Logor, who just left the bar. The Rebels pursue in speeder bikes and capture Logor, who claims he himself was hired by a Mon Calamari. The next morning, Kalbrac takes the Rebels on the mining tour. On the bathysphere on the way down, the Quarren miners accompanying them start acting strangely, afflicted by poison gas. The delirious Quarren attack the Rebels, who are forced to knock them out and take over the bathysphere for the rest of the trip down. Once they arrive at the mines, however, they are jumped and arrested for the murder of Moren Chonk!! Locked in the brig, the Rebels are downcast – with his pathological hatred of Outworlders, they haven't a prayer of convincing Wolg of their innocence. Kalbrac's convinced it was a frame job, but can't prove it. After he leaves, a Calamari shows up, murders the guards, and tosses the murder weapon into the Rebels' hands! "Talk your way out of this one, Rebel scum!" A Quarren lynch mob is more than ready to finish the Rebels off, but just in the nick of time Walif Merv appears again and gets them out. Incensed at the attempts to shame the Quarren, he has switched sides. He suspects the masterminds are a group of strange-sounding Calamari deepminers. Fighting their way to the deepminer docks, the Rebels confront the strange Calamari – who open fire with blasters and take off in a deepwater ship. Examining some of the dead deepminers, they find them to be humans disguised as Calamari – Imperial destabilizers, determined to smash the alliance between*

the Rebels, the Calamari, and the Quarren for good! The Rebels chase the deepwater into an underwater trench, all the way to the deepest level of the mine. Fighting and chasing all through the mining complex, they find the Imperials turning on a mining laser, determined to wipe out the whole mine and ignite a Calamari / Quarren civil war. Attacking the tank the laser is encased in, the Rebels wage a desperate last battle and wipes out the Imperial group. Astonished at how they were duped, the Quarren pledge full support to the Rebel Alliance. Wolg turns himself in, confessing that he was with the Imperials. And the Rebel group heads on to a new adventure, with a new member – a cheerful, blockheaded Q-4 borer droid…

(***Death in the Undercity***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The looming alliance between the Rebellion and the avian Shashay race is in danger – a group of thugs disguised as Rebels have made off with Crying Dawn Singer, the most popular entertainer of the Rayter Sector. And the local Imperials are going all out to support the frame job. A Rebel squad is hastily recruited to investigate. There was a Rebel agent in Singer's entourage, and the group (on the* Worthless Fool*) tracks him to the planet Najarka. In orbit, they detect an abandoned Imperial base – but that's also where the agent's transponder is signaling. They find the base to a biological research center, which contains the horribly tortured corpses of Singer's entourage. Suddenly, an Star Destroyer (the* Impending Doom*) roars into orbit and reactivates the base. After recovering the agent (a droid), they learn that a pirate named Yearo Seville – the same man on the "Rebel" ransom transmission – was the kidnapper. The local animal life proves as deadly to the stormtroopers as the Rebels, and the heroes soon take off, fighting off a Gamma-class shuttle and some TIEs as they go. They take the droid's advice and head for Laim, even as the Shashay begin to break ties with the Alliance begin negotiating with Moff Nile Owen. Arriving at Laim, they find an Imperial relay station and a broadcast ship that is sending the "ransom demands" and other anti-Rebel propaganda to the Shashay. The broadcast ship makes a capture and boarding extremely difficult, but they manage. They find unreleased transmissions that seem to indicate an industrialist named Braig Farool (and his brother Nak, assistant to Moff Owen) is planning to double-cross the Moff and "rescue" Singer themselves for political gain. They learn Singer is being held at Farool's headquarters on Narg. Unbeknownst to them, Owen has learned of this and killed Nak. The Rebels land at Grig starport, where they run into a load of red tape from TransGalMeg Industries (Farool's company). They make their way to the headquarters, even as Moff Owen arrives in orbit. Fighting their way up to Farool's suite, they find the industrialist has snapped. He wants them to take him and Singer off the planet. When they refuse, he uses Singer as a hostage. The Rebels shoot Farool and frees Singer from his cage. The Rebels and Singer fight their way through Owen's stormtroopers and into the* Worthless Fool*. Owen sends TIEs after them, trying to disable the ship and take Singer alive. They fight their way clear into hyperspace and triumphantly returns Singer to Shashay.*

(***The Abduction of Crying Dawn Singer***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Almost out of food and water, chased and shot down by the Taloron Hunter Crutag, a small Rebel unit crash-lands on the Outer Rim world of Trinta, a hellish swampy world. Digging themselves out of their smashed ship before it sinks, the Rebels begin foraging for food. They have to deal with the hostile swamp life all around them, as well as keep an eye out for Crutag. As night descends, they encounter a phantom-like species thought to be made extinct by the Empire – the Dradan. They lead the Rebels to an oasis in the middle of the ship….which fades along with the Dradan, leaving the Rebels lost. Finally making their way back to the ship, they find it has mysteriously vanished…The Rebels make camp. The next morning, they overhear the sound of Crutag's hunters being attacked and*

killed by…. something. They also come upon a half-buried scout ship that has laid in the swamp for at least twenty years. Suddenly, a rancor appears and attacks! The Rebels flee through the swamp, but it easily catches up and eats some of them. The surviving Rebels are forced to fight it, and defeats it…only it fades into nothingness, leaving the Rebels it "ate." An unnatural darkness envelops the swamp. A Force sensitive in the Rebel group is overwhelmed by a wave of dark energy, based in the north. They head that way, facing down several illusory threats, such as skinwings, carnivorous plants, the ghosts of Dark Jedi, a swamp beast, and even the living dead. They come upon a cave, where they are jumped by an illusion of Boba Fett. Once that's defeated, they take refuge in the cave as a storm hits. It seems someone has lived in here in the past. The items indicate it was Halagad Ventor, a Jedi Knight of the Old Republic who was presumed killed in the Great Purge by Darth Vader. They continue on their trek the next day, only to run into an ambush by Crutag. Escaping from that, a savage storm sweeps over the heroes, followed by another illusion – this one of Obi-Wan Kenobi, who declares them doomed. Moving through increasingly hazardous conditions, the Rebels approach an island steeped in the Dark Side of the Force. And on that island is a twisted black tree over a cave. They enter, facing a series of twelve tests – illusions that tempt them to give in to anger and hatred. They manage to resist giving in, and find themselves before a figure in a dark hood: Halagad Ventor, who was scarred mentally by Vader all those years ago, tortured into betraying his fellow Jedi, and now enveloped by the Dark Side. He urges them to kill him, thus taking his place in this dark side nexus. He very much wants to die. But the Rebels instead try to draw him back to the Light. He learns the Jedi are not all dead, and that he need not feel guilt anymore. Freed of the Dark Side, Halagad is killed by the dark power in the cave and becomes one with the Force. The Rebels suddenly find themselves next to their ship. Cannibalizing Crutag's ship for parts and supplies, the Rebels leave this dark world…

(***Domain of Evil***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Cynabar's InfoNet reports a shortage of raw materials in the Mid-Rim region, suggesting those with raw materials hoard them for now, expecting a price jump ahead. (Exact date of report via Cynabar's InfoNet: 36:6:26 i.e. 26 Helona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #7)
- Corellia Times *reports that Gowix Computers has chosen to move from Corellia to Corulag, citing unstable conditions in the Corporate Sector. (Exact date of report via* Corellia Times*, Basic Edition: 36:7:8 i.e. 8 Melona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #7)
- *Cynabar's InfoNet is forced to shut down after something that was said on the infonet angers the Empire. The people behind Cynabar's InfoNet go underground. (Exact date of report via Cynabar's InfoNet: 36:7:16 i.e. 16 Melona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #7)
- *Galaxy News Service reports on the arrival of three Imperial Star Destroyers and one Interdictor at Nal Hutta and Nar Shaddaa, under command of Lord Triege. No reason for their presence is given in the report, but they are there after those behind Cynabar's InfoNet. (Exact date of report via Galaxy News Service: 36:7:17 i.e. 17 Melona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #7)

- *With the resignation of Chandrillan Governor Grandon Holleck, Emperor Palpatine appoints Gerald Weizel as his replacement. (Exact date of report via Coruscant Daily NewsFeed: 36:8:4 i.e. 4 Yelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #7)

- *Independent Traders' Infonet reports the lifting of tariffs on gladiator walkers, thus sparking renewed interest in gladiator walker combat outside the Core. (Exact date of report via Independent Traders' Infonet: 36:8:7 i.e. 7 Yelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #8)

- *A group of Rebels, about to be routed by Imperial forces on Esseles, uses a computer slice to kill power in Calamar as Imperials converge on their location, allowing for their escape. (Exact date of report via Darpa SectorNet: 36:8:22 i.e. 22 Yelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #8)

- *Imperial HoloVision reports that as raw materials have become more scarce near the Rettna system, two feuding mining operations, Jante Materials Corporation and Freda miners, have broken into full-scale combat, escalating everyday, over disputed mining rights in areas now containing materials whose prices are skyrocketing. (Exact date of report via Imperial HoloVision: 36:8:27 i.e. 27 Yelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #8)

- *Kirtan Loor is appointed Imperial liaison officer for CorSec's Smuggling Interdiction division.*

(conjecture based on *Side Trip* via *TimeTales*, verbatim)

- *Alendar Jarvis of* New Order Progressive *reports that Grand Admiral Rufaan Tigellinus' star is rising in the Imperial court. He has been on Coruscant for a very short time, but already is seen having alliances with Imperial advisors like Alec Pradeux. It was Tigellinus' protégé, Gerald Weizel, who just became governor of Chandrila, based primarily on Tigellinus' political maneuvering and courting of Moff Jamson Caglio's support. He is now rumored to be looking for support from Moff Disra. (Exact date of report via* New Order Progressive*: 36:9:4 i.e. 4 Relona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #8)

- *Colonial News Nets reports that the jewel thief known as Tombat has struck again, this time stealing jewelry from the Elshandruu Pican resort hotel* Margrath's*. (Exact date of report via Colonial News Nets: 36:9:15 i.e. 15 Relona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #8)

- *NovaNetwork reports that the jewel thief Tombat has, in an unprecedented move, returned the jewels he stole from* Margrath's *on Elshandruu Pica, and vanished again. This is possibly as a result of an Imperial investigation into the matter. (Exact date of report via NovaNetwork: 36:9:17 i.e. 17 Relona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *Colonial News Nets reports that Earnst Kamiel of the Justice Action Network has been executed by firing squad. At the time of his arrest, 54 systems had given him the death penalty, necessitating Moff Gandril's decision to have the execution take place on Haldeen, allowing one delegate from each of the 54 systems to take part in the firing squad. (Exact date of report via Colonial News Nets: 36:10:5 i.e. 5 Welona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *TriNebulon News correspondent Andor Javin reports that the infamous Cynabar of Cynabar's InfoNet is actually Plat Okeefe. (Exact date of report via TriNebulon News: 36:10:11 i.e. 11 Welona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *Deena Mipps of Darpa SectorNet reports that the raw materials shortage and economic recession in the Core has come to threaten Esselian President Ralle's chances of defeating the New Order party's leader Jamson Freller in the upcoming elections on Esseles. (Exact date of report via Darpa SectorNet: 36:10:18 i.e. 18 Welona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *TriNebulon News reports that the Imperial Office of Criminal Investigation, at the behest of Moff Landric of the Emmo sector, has assigned Special Enforcement Officer Zanza Gata to track down the jewel thief known as Tombat. (Exact date of report via TriNebulon News: 36:10:22 i.e. 22 Welona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *Coruscant Daily NewsFeed reports on the launch of New Year Fete Week celebrations on Coruscant. For the first time in eight years, the Emperor does not attend the opening ceremonies. (Exact date of report via Coruscant Daily NewsFeed: 37:F1:1 i.e. 1 New Year Fete Week 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *Deena Mipps of Darpa SectorNet reports that the New Order party on Esseles, led by Jamson Freller, has finally managed to capture the majority in the Esselian Parliament. (Exact date of report via Darpa SectorNet: 37:F1:4 i.e. 4 New Year Fete Week 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)

- *Imperial HoloVision reports that the mineral rights feud between the Jante and Freda forces in the Rettna system have gone from armed feuding to full-scale war.. (Exact date of report via Imperial HoloVision: 37:1:4 i.e. 4 Elona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #9)

- *Brak Sector News reports that Rebel agents have attacked the Brak Sector CommNet. (Exact date of report via Braak Sector News: 37:1:6 i.e. 6 Elona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #8)
- *TriNebulon News reports that human performer Jantaa Binx, while attending the annual Marqua Spas Grand Ball, performed a Floubette dance, much to the revulsion of the spectators. (Exact date of report via TriNebulon News: 37:1:13 i.e. 13 Elona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #9)
- *On Rabaan, warrior Mika Streev prepares for his upcoming battle with the S'krrr known as Sh'shak. Recently, a Rabaanite orbital platform was destroyed, and when the Rabaanites blamed the S'krrr on their sister planet (also called S'krrr), and the S'krrr denied the attack, both planets were at each others' throats. They have decided to settle the matter with one-on-one ritual combat between each world's best warrior on the sister planet known as the Combat Moon. After seeing the jealous second-place Rabaanite contender, Andos Delvaren, and meeting the adoring crowds, Mika and his girlfriend (whom he hasn't yet proposed to, as he should have), Leda Kyss, get in a ship and head for the Combat Moon, as they know their S'krrr counterparts will be doing. Elsewhere in the system, aboard the Star Destroyer* Coercion*, Governor Klime and Commander Glave, prepare to force an Imperial presence into the system and to root out any Rebels. And speaking of Rebels, aboard the Rabaanite ship, Leda begins talking to Mika about the evils of the Empire, which she's learned of from Rebels outside the isolationist system, but Mika doesn't believe her. She lets him off on the Combat Moon and, unbeknownst to Mika, heads for a nearby area where Rebels, led by an X-wing pilot (seemingly Wedge Antilles, but that's never confirmed), are setting up a local base. Elsewhere, Sh'shak is also let down onto the world. After a bit of walking, Mika comes across Andos and two other men setting up weapons. Knowing they should not be there, he confronts them, only to realize that two of them are stormtroopers. Mika takes them out, but Andos escapes to rejoin a second Imperial team. The Imperials, it seems, were behind the orbital platform's destruction and are planning to make both sides think the other betrayed them, which would allow an Imperial garrison to come into the system. Mika sets out to find Sh'shak . . . not to kill him and use their combined transmitter device to signal his victory, but to save Sh'shak and expose the Empire. He finds Sh'shak, but only after Sh'shak has seen the Imperials. He thinks Mika has betrayed their combat, but Mika hands him his half of the transmitter, so they can contact both of their planets. Before they can do so, the Imperials attack. Sh'shak is wounded and beaten, but they escape and transmit . . . only to find the Imperials are jamming the frequency. They are about to be killed, but Leda arrives with a few Rebels and fights off the Imperials. Leda is killed in the assault. The Rebels realize they must escape as soon as possible, and this time, Mika and Sh'shak have decided to join them in their battle against the Empire. Later, at the abandoned Rebel base, Klime decides that they can use the Rebel presence as their excuse to set up their base, so all is not a total loss . . . but just then, he realizes that before leaving the Combat Moon, the Rebels set up an unjammed transmitter in the base, which has just transmitted his entire commentary on manipulating the Rabaanites and S'krrr to both of the homeworlds. The Empire won't be welcome in the system with that information out in the open. The Rebels were forced to retreat, but the Empire has lost the day as well.*

  (***Combat Moon***)

- *On Tatooine, young nerf herder Domo Jones (yeah, Jones) runs into his old friend Blerx, a Bith musician. He and Blerx go to Mos Zabu, where Domo attempts to flirt with Jilljoo Jab, to no avail. Domo nearly gets into a fight with Ep Gart, who is there to work out a deal to get Negron 14 to the Empire. Domo decides he should join the Rebel Alliance and makes it his first task to stop Gart. He, Jill, Blerx, and UR-1 go out to where Gart is meeting the Imperials and cause a stampede of nerfs, which fouls the operation. When Gart gives chase, Domo manages to get him caught in the sarlacc fields. After the "mission," Domo and Jill share their first kiss.*

  (***Nerf Herder***)
- *Boba Fett recovers a hologram disc at the end of a long chase. Upon viewing it, he discovers a message from a criminal named Pizztov who is wanting to sell Fett the true item of his search, a hologram box. It would cost Fett 6.3 million credits and leaving Pizztov alone forever to get it back. He is told that the item will be sold to the Auction Master of Eport if he doesn't purchase it soon. Fett heads to Bidamount to head off the package, even as another person hunting it arrives. The new player is Sintas, a woman armed for a one-woman assault on Pizztov. She bursts into Pizztov's suite and kills everyone but Pizztov and his tramp. One of the goons thought dead rears up to kill her, but is killed as Fett arrives and shoots him. Now both Sintas and Fett hold Pizztov at gunpoint, while Pizztov uses the girl as a shield. Pizztov tries to make some sort of deal, but Fett wants the hologram to destroy it, while Sintas wants it because she says it is her property. Pizztov makes a run for it, and Sintas shoots him. She recovers the box, but Fett grazes her arm with a blaster shot to make her drop it. Pizztov takes Sintas' blaster and fires on Fett, but his blaster skills are as low-level as his intelligence for going up against Fett in the first place. Fett takes him out in one shot. Fett uses Pizztov's retinal pattern to open the canister, revealing the hologram. We finally discover why it was so important to both of them. The hologram is of Fett with his arm around Sintas . . . who is holding, to all appearances, their* child*! (That's right. At one point, Boba Fett and Sintas were* married *and had a* child.*) Fett tosses the emitter to her, simply telling her not to lose it again. He then takes Pizztov as he leaves.*

  Sintas: You're just gonna leave me here . . . wounded?
  Fett: Yeah . . . your wounds will heal.
  Sintas: Some never do.

  (***Outbid But Never Outgunned***)
- *In space, a Rebel ship is attacked by Jinwa raiders. When the crew is all killed, R2-D2 loads Captain Raymus Antilles' records into C-3PO temporarily, which makes C-3PO act like Antilles. He takes command and saves the ship, but will remember nothing about what happened or of the information he had while acting like Antilles.*

  (***Captain Threepio***)
- *Nima'tar, a Twi'lek university student, needs money to work on her thesis research. She hooks up with a band on Tatooine. When they play for Jabba and he refuses to pay them, the band members sell her to Jabba as a slave to pay their way off of the planet. (To be continued below . . .)*

  (***The One That Got Away***)
- *While seeking out a planet for a new Rebel base, Luke Skywalker and Leia Organa are attacked by Imperials. They are rescued by Han Solo and Chewbacca, and must escape in the* Millennium Falcon*. The ship is damaged during the escape and they head for Ord Mantell to make repairs. While on Ord Mantell, they are set upon by the bounty hunter Skorr, who kidnaps Luke and Leia to bait Han into turning himself in. Han manages to free them and keep from being captured, and they escape in the* Falcon*. Skorr follows them to a nearby asteroid. The Rebels escape again, but this time Skorr is taken by a nearby Imperial Star Destroyer,*

charged with keeping the Imperials from getting the other craft on their scopes (the Falcon*), and sentenced to the Spice Mines of Kessel. A short while later, aboard an Imperial space station, a group of Imperial admirals plot the downfall of Darth Vader. One of them, Admiral Griff (who is under orders from Vader to bring down the treasonous admirals), sends a message beacon to the Rebels on Yavin IV, offering to help them bring down Vader's newest secret project—the Super Star Destroyer* Executor*, currently under construction at Fondor. He arranges for a Rebel to come aboard as a maintenance worker as a spy, and Luke Skywalker takes the mission, bringing C-3PO and R2-D2 with him. They arrive and Luke is hit on by Tanith Shire, a supply tug pilot. After gaining valuable information about the ship, Luke meets Admiral Griff and is sent to where he is to meet the other conspirators. Vader uses it as a trap, and the conspirators are captured, but not before Tanith and the droids help Luke escape. Luke, Tanith, and the droids hide aboard a drone barge, which Tanith was planning to steal (yup, she's a pirate too). They crash on a seemingly barren world. Across the galaxy, Han Solo, Leia Organa, and Chewbacca head for Kabal, where Leia is to meet with fellow Rebels. Meanwhile, Luke, Tanith, and the droids are taken captive by the Serpent Masters and taken to their leader, Tyrann. Tanith's family and people have been taken as slaves to the Serpent Masters and Tanith had been stealing barges for them in hopes of winning her people's freedom. The droids are taken to storage while Luke and Tanith are put in with the other slaves. Luke attempts to tame a serpent and fails, which prompts him to realize that Tyrann is somehow controlling them artificially. He finds the droids and use a recording R2-D2 made of a signal that allows Tyrann to control the serpents to battle Tyrann's second-in-command, Varn. Luke realizes that Tyrann's medallion is what is controlling the serpents, and he knocks it from Tyrann. Varn's serpent loses control and he falls to his death, even as Tyrann jumps into a chasm after his control device, dying as well. After fixing the controller and giving it to Tanith's people, Tanith, Luke, and the droids take one of the Serpent Masters' cargo haulers to head for the Rebel Alliance. They contact the Alliance and learn that Han and Chewie will be picking Leia up on Kabal shortly, which is within travelling distance for their ship. They arrange to meet with them on Kabal. At Kabal, an Imperial Star Destroyer prepares to attack the planet, under the assumption that Kabal's declaration of neutrality in the Galactic Civil War is a punishable act of insolence. Luke and the others arrive on Kabal. Luke kisses Tanith goodbye and she departs the planet, along with hundreds of others who are fleeing from the impending Imperial attack. The attack comes, and Luke and Leia (who had just been reunited as Tanith left) are almost killed in the assault until Han and Chewie take them to safety aboard the* Millennium Falcon*. En route to reunite with the Rebel Alliance, they receive a Rebel distress call that leads them to a graveyard of lost ships trapped in the gravitational pull of a collapsing star. They are mocked by the person who trapped them there and Luke and Han don space suits and head for where the transmission was coming from. There, in what appears to be a botanic paradise, they find Doctor Arakkus, a scientist who used to head an Imperial weapons development complex. A radiation experiment had backfired on him, and now he is dying. His protective suit slows the effect, but his imminent death has caused him to take great pleasure in trapping others in the gravitational pull of the collapsing star, to exert his final acts of "godlike" power. He has even been using negatron-charge bombardment to speed the star's collapse. Arakkus has a detonator that could blow the negatron stores, killing them all. Han comes up with a plan to escape, and manages to take the detonator from Arakkus. They leave him behind and board the* Millennium Falcon*. With the* Falcon*'s engines full speed ahead (being held in place by the gravitational pull of the star), they hit the detonator, destroying Arakkus' ship, lending the explosive force to their own engine power, allowing them to escape the gravitational pull long enough to*

reach beyond the graveyard and escape into hyperspace. At Yavin IV, TIE fighters sporadically bomb the surface, in preparation for a later all out assault. The Rebel members there warn off any approaching Rebel craft, so Leia has Han divert the Falcon *to Aquaris, where they will meet with the leader of a new Rebel faction on that world. They arrive and Han leans that an old acquaintance from his smuggling days, Silver Fyre, is in charge of the Rebel cell, with her second-in-command, Kraaken. Han believes she is not truly loyal to the Rebellion and he uses the* Executor *information R2-D2 carries to bait the treacherous faction in the Rebel cell (which may or may not be Silver herself) into revealing themselves. While Leia inspects the Rebel base, Silver and Kraaken prepare to go on an underwater hunt, and insist on Luke, Han, and Chewie joining them . . . which, intentional or not, leaves R2-D2 and C-3PO vulnerable to the treacherous individual(s) in the Rebel cell.*

(***Classic Star Wars: In Deadly Pursuit***)

- *On Aquaris, the hunting party including Han Solo, Chewbacca, Luke Skywalker, Silver Fyre, and Kraaken attacks a demonsquid, which ends in Luke nearly being killed. Kraaken had thought it wise to put Luke in danger so Silver could rescue him and prove her allegiance to the Rebel Alliance. Kraaken, however, is not with the party as was expected. He (the traitor within this Rebel cell) has remained behind at the Rebel base to steal R2-D2's information concerning the* Executor*. Leia uses a fake copy of the data to entrap Kraaken, though, and he is defeated and taken into custody. Luke, Leia, Han, Chewie, and the droids head back to Yavin IV, where Imperial raids continue. They soon fight off a few TIE fighters, one of which crashes into an abandoned temple in the jungle, awakening the savage night beast. There is to be a celebration of the Rebel victory of the Battle of Yavin (delayed due to more pressing matters), but it is interrupted by the destructive actions of the night beast. Chewie battles the creature, but it tosses him aside and flees into the night. The beast vanishes during the day, and Luke uses the Force to seek out the source of the beast. He finds a chamber where it was held in stasis for centuries, left as a guardian by the temple's original inhabitants, who fled into space a long time ago. (We can assume that these were the remnants of the society built up by either Naga Sadow, or later by Exar Kun. The records are unclear.) That night, Luke confronts the creature and reveals the truth of its abandonment. The creature is sent off in an empty ship in hopes of being reunited with his creators, if they are still alive. Shortly thereafter, on Aridus, a group of Rebels are under attack by stormtroopers, but are saved by a man appearing to be Obi-Wan Kenobi. One of the Rebels makes it to Yavin IV and tells Luke of this. Luke then sets out with R2-D2 and C-3PO for Aridus to check the story out. On Aridus he meets Kenobi (actually an actor under orders from Darth Vader to pretend to be Kenobi and deliver Luke to Vader at the Iron Tower on Aridus). Luke believes the man to be Kenobi and acts accordingly. On their way to the Iron Tower, where Vader waits, the actor comes to believe himself to be Kenobi, or at least to act like Kenobi would, owing to the profound respect Luke has for him. At the Iron Tower, he refuses to give Luke over to Vader. He causes the tower to explode. Vader is caught in the explosion, but it is doubtful that he has died. The actor then dies in Luke's arms after confessing that he is not Kenobi. Luke and the droids leave Aridus. (To be continued below . . .)*

(***Classic Star Wars: The Rebel Storm***)

- *Unbeknownst to Luke Skywalker, the night beast he encountered on Yavin IV was a former Massassi named Kalgrath, the only Massassi that Exar Kun allowed to live when he sapped the Massassi life force to save his own soul. He had mutated Kalgrath into a monstrous, green version of his former self. Since Luke did not know that the Massassi were all killed in Kun's move to save his own spirit, he*

had no idea that he was sending the night beast, Kalgrath, back to the former location of the Sith Empire, where no Massassi could possibly be found.

(conjecture based on *The Essential Guide to Alien Species*)

- *Darth Vader, badly injured at the Iron Tower on Aridus, is saved by Wrenga "Jix" Jixton. Jixton and Vader recognize each other from the mission to Falleen years earlier. After escaping Kessel, Jix had been living on Aridus with the locals. In exchange for Vader not calling down Imperial forces upon the natives, Jix agrees to do whatever Vader commands. Vader is soon helped back to health and to Coruscant.*

  (conjecture based on *Shadow Stalker*)

- *Darpa SectorNet reports that a new Rebel group calling themselves the Faceless have attacked a major fuel depot and refinery on the island of Grande Hyet on Esseles. To counter the threat, Imperial Governor Takel has sent forces from the Star Destroyer* Indomitable*, most likely against the wishes of Hall President Ralle, who no longer has the backing of his coalition in the Esseles Parliament in the wake of a New Order party upset in the recent elections. (Exact date of report via Darpa SectorNet: 37:1:29 i.e. 29 Elona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #9)

- *Darpa SectorNet reports that in the wake of the attacks by the Faceless, President Ralle of Esseles has urged his citizens to stay calm. Meanwhile, stocks in Esseles' major corporations, such as DynaCorp, are plummeting in value as alien workers walk off the job after the Faceless informs them of anti-alien bias in the Imperial-driven government. (Exact date of report via Darpa SectorNet: 37:1:30 i.e. 30 Elona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #9)

- *Darpa SectorNet reports that President Ralle of Esseles has met with Kanno Sebak of the Guild of Offworlder Skilled Laborers and arranged for an end to the boycots and walk-offs that were carried out in the wake of a report about anti-alien biases in the Esselian government. To quell the offworlders' fears of bias, new scholarships are being opened for offworlder students at Calamar University and a committee is being appointed to look into the anti-alien bias claims made by the Faceless. (Exact date of report via Darpa SectorNet: 37:2:3 i.e. 3 Kelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #9)

- *Galaxy News Service reports the breakup and arrest of a Rebel spy ring on Ralltiir, the result of a crackdown led by Governor Graeber. (Exact date of report via Galaxy News Service: 37:2:11 i.e. 11 Kelona 1 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #9)

- *On Yavin IV, the* Executor *plans are analyzed and the Rebels believe their only hope is to find one of the legendary power gems, which the space pirates of Iridium used to use to penetrate ship shields. Leia sends Han Solo and Chewbacca to find the gems, which were supposedly destroyed. They head for Junkfort Station, where they learn that one of the gems is supposedly located. They then head for the new planet, where they learn that scoundrels from across the galaxy are all in gladiatorial combat under the supervision of Raskar (former space pirate of Iridium) and Mystra, with the prize being the last remaining power gem, which Raskar has in his possession. Han discovers that the gem is running*

out of power, and may only be effective one more time. That is all Han needs, but the other scoundrels would be furious, since they want it for criminal activities. He has Chewie defeat the reigning champion and they arrange with Raskar to take the gem, while keeping the gem's dwindling power a secret, to save Raskar from their vengeance. Raskar vows to take revenge on Solo someday for depriving him of the profits he would've continued making from the gladiatorial combat. (To be continued below . . .)

(***Classic Star Wars: The Rebel Storm***)

- *Jett Nabon is killed on Ord Mantell.*

(conjecture based on *A Credit for Your Thoughts*)

- *TriNebulon News reports that Imperial economic advisor Pinac Galous has announced a 15% increase in consumption taxes in the Outer Rim, citing Rebel activities and rising raw material costs as the cause of the necessary increase. (Exact date of report via TriNebulon News: 37:2:21 i.e. 21 Kelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #9)

- *Brentaal Trade News reports the discovery by Imperial Customs Captain Dalea Trovin of a raw material smuggling operation running through Brentaal. (Exact date of report via Brentaal Trade News: 37:2:23 i.e. 23 Kelona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #9)

- *Imperial HoloVision reports that a group of Rebels who had possibly stolen sensitive data from Prefect Glaffold of Fremond III have surrendered to authorities after a three-day siege in a warehouse complex.. (Exact date of report via Imperial HoloVision: 37:3:2 i.e. 2 Selona 1 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #9)

Shifting Gears (cancelled AJ17 short story: Unknown)*

Shifting Gears (cancelled AJ17 short story: Unknown)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Lady Luck (SWT3 short story: Rich Handley & Darko Macan)

Lady Luck (SWT3 short story: Rich Handley & Darko Macan)

Galaxy of Fear [continued] (youth novel series: John Whitman)

Clones (youth novel: John Whitman)

Prologue
Chapters 1 – 17
Epilogue

The Hunger (youth novel: John Whitman)

Prologue
Chapters 1 – 19
Epilogue

Operation: Elrood (RPG: Chris Doyle & Anthony Russo & John Beyer)

Industrial Intrigue (RPG: Chris Doyle)
The Fixer, the Spy and the Chud (RPG: Anthony Russo)
Death of a Star Destroyer (RPG: John Beyer)

Battle for the Golden Sun (RPG: Douglas Kaufman)

Battle for the Golden Sun (RPG: Douglas Kaufman)

Black Ice (RPG: Paul Murphy & Bill Slavicsek)

Black Ice (RPG: Paul Murphy & Bill Slavicsek)

The Game Chambers of Questal (RPG: Robert Kern)

The Game Chambers of Questal (RPG: Robert Kern)

The Isis Coordinates (RPG: Christopher Kubasik)

The Isis Coordinates (RPG: Christopher Kubasik)
Mission to Lianna (RPG: Joanne E. Wyrick)
Mission to Lianna (RPG: Joanne E. Wyrick)
Otherspace [continued] (RPG series: Bill Slavicsek & Douglas Kaufman)
Otherspace II: Invasion (RPG: Douglas Kaufman)
Planet of the Mists (RPG: Nigel Findley)
Planet of the Mists (RPG: Nigel Findley)
Riders of the Maelstrom (RPG: Ray Winninger)
Riders of the Maelstrom (RPG: Ray Winninger)
Scavenger Hunt (RPG: Brad Freeman)
Scavenger Hunt (RPG: Brad Freeman)
Supernova (RPG: Stewart V. Worley & Brian Murphy & Steven H. Lorenz & Ivan Garczynski & Bill Olmesdahl)
Infiltration (RPG: Stewart V. Worley)
The Mynock Conspiracy (RPG: Brian Murphy)
Triple Cross (RPG: Steven H. Lorenz)
The Evacuation of Jatee (RPG: Ivan Garczynski)
The Beginning of the End (RPG: Bill Olmesdahl)
Death in the Undercity (RPG: Michael Nystul)
Death in the Undercity (RPG: Michael Nystul)
The Abduction of Crying Dawn Singer (RPG: Chuck Truett)
The Abduction of Crying Dawn Singer (RPG: Chuck Truett))
Domain of Evil (RPG: Jim Bambra)
Domain of Evil (RPG: Jim Bambra)
Combat Moon (AJ9 short story: John Whitman)
Combat Moon (AJ9 short story: John Whitman)
Nerf Herder (SWT7 short story: Phil Amara)
Nerf Herder (SWT7 short story: Phil Amara)
Outbid But Never Outgunned (SWT7 short story: Beau Smith)
Outbid But Never Outgunned (SWT7 short story: Beau Smith)
Captain Threepio (SWT8 short story: Ryan Kinnaird)
Captain Threepio (SWT8 short story: Ryan Kinnaird)
The One That Got Away (SWT8 short story: Andi Watson)
The One That Got Away (SWT8 short story: Andi Watson)
Classic Star Wars (comic trilogy: Archie Goodwin)
Classic Star Wars: In Deadly Pursuit (comic series: Archie Goodwin)
The Bounty Hunter of Ord Mantell
Darth Vader Strikes
The Serpent Masters
Deadly Reunion
Traitor's Gambit, Part I
Classic Star Wars: The Rebel Storm (comic series: Archie Goodwin)
Traitor’s Gambit, Part II
The Night Beast
The Return of Ben Kenobi
The Power Gem

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- *Thilis-Brin joins the Rebellion.*
  (conjecture based on *Cracken’s Rebel Operatives* supplement in *The Official Star Wars*
  Adventure Journal #10)
- *Dair Haslip is finally reassigned back to Garos IV as an administrative assistance to General Zakar.*
  (conjecture based on *Whispers in the Dark*)

- *Mar Balayan vanishes and is presumed dead. In actuality, he has gone underground and resumed criminal activities.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *While working for the Imperials on Y'Trella, Churhee's Riflemen are caught in a desperate situation. In the end, Vlaydm Churhee, the group's founder, is dead. Former Rifleman Rathe Palror leaves the group and joins the Rebel Alliance, partnering with Riij Winward.*
  (conjecture based on *Side Trip*)
- *Stormtroopers demand that Durrei's family turn over Durrei's mother, who is suspected of treason. Durrei's father refuses. As the stormtroopers kill Durrei's parents, he lets the Dark Side flow through him and kills the attackers. He decides that he will grow in the Dark Side to never be helpless again. He starts wandering the galaxy, looking for a teacher.*
  (conjecture based on *Relic*)
- *Coruscant Daily NewsFeed reports the induction of Grand Admiral Rufaan Tigellinus into the Order of the Canted Circle. (Exact date of report via Coruscant Daily NewsFeed: 37:3:14 i.e. 14 Selona 2 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #9)
- *TriNebulon News reports that, in response to crackdowns on the less legitimate guilds on Wroona by Governor Norrin, a raid was carried out by Kabalard Vinne and his followers against the Star Destroyer* Rampant*, which was under repairs at the Wroona Stardock. (Exact date of report via Coruscant TriNebulon News: 37:3:21 i.e. 21 Selona 2 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #9)
- *Cynabar's InfoNet goes back online after months on the run from Imperial forces. The InfoNet, supposedly run by Plat Okeefe under the name "Cynabar," relaunches with news bits regarding: Nada Synnt, who has given up that name and taken to using Tosin Dise and Benner Dunnit while captaining his new ship, the* Pareesh D'Thot*; Bettle and Jaxa running guns to Ralltiir, even under the crackdown; and Platt Okeefe lying low and taking out a contract on a "puny little amateur newsnets reporter" (an obvious reference to Andor Javin's report in TriNebulon News that Platt and Cynabar are one and the same). (Exact date of report via Cynabar's InfoNet: 37:3:26 i.e. 26 Selona 2 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #10)
- *Rebel and Imperial forces on the rocky, volcanic planet Vernost, battle for control of a natural fluid that works fuel-efficiency wonders for starships and medical cures on humans. X-wings fight TIE Fighters and Interceptors through the dangerous canyons, as Rebel task ships assists them. Ultimately, the Rebels are victorious, and retrieve the special juice.**
  (***Vernost***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Vernost* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *Con-woman Ghista Dodger and her alien partner get into a deadly run-in with crimelord Oro Memis at a temple, along with his henchmen Nopul Etrefa and Nikto, Vakirsajaina. Her partner is riddled with blaster bolts and killed, and*

*Dodger is forced into a deathmatch by a Weequay announcer, Pon Svale. Chained to a pole, she is about to be shot point-blank, but manages to escape with her life.**

(***Credit Denied***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Credit Denied* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *Morgan Q. Raventhorn, Maglenna Pendower, Dren Nord, and the rest of the Alliance Special Ops team participate in an infiltration mission and battle against the devious Imperial ISB Captain Mylesgood. The group and Morgan are able to blow up a skiff full of Imperial officers and troopers, and complete their objectives.**

(***Art of Infiltration***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Art of Infiltration* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *Smugglers Booster Terrik and Talon Karrde go on a wild and dangerous treasure hunt.**

(***Treasure Hunt***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Treasure Hunt* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *When Imperials attack a temporary Rebel Alliance base, Wedge Antilles rushes his T-47 into battle, mistakenly thinking Chewbacca had said it was ready. Instead, Wedge finds himself going into battle with Chewie hanging from the underside of his craft. Wes Janson informs him of the, uhm,* problem*, and before Han Solo can send a friendly craft to match speed and get Chewie off the speeder, Chewie and Wedge manage to get Chewie to go from the speeder to a TIE fighter . . . which Chewie then breaks into, tossing out the pilot and flying the ship to safety. After the battle is over, Wedge has to face a severely pissed Han. (To be continued below . . .)*

(***Chewbacca***)

- *Former Imperial Gunnery Sergeant Wrenga Jixton (AKA Jix) is called before Darth Vader on Coruscant. He evades Vader's castle's security and meets the Dark Lord of the Sith in his meditation chamber (much like the one that will be aboard the* Executor*). Vader wants Jix to go to Corulag and assassinate Imperial Governor Torlock, who is supposedly planning to defect to the Rebel Alliance. He wants the kill to look like the work of the Rebels. Jix makes it to Corulag and finds a landspeeder under attack by Rebels. Inside, he finds Frija Torlock and a hologram of the governor. Frija tells him that her father is suspected of treason and in hiding or in prison. Jix realizes that more is up than he believed when he notes the Rebels who attacked the speeder were actually Black Sun operatives. He takes her to relative safety and then heads for the prison where Governor Torlock has supposedly been taken. Upon breaking in, he finds that the Torlock in the prison is actual a human replica droid (HRD) of Torlock. He is captured by Imperial Admiral Droon, who is in league with the real Frija. (The one he saved was another HRD.) They are dropped into a pit with a dragon slug, but manage to survive. The Torlock HRD then tells Jix that the real Torlock had learned that the Rebels would soon attack Corulag, so he build the two HRDs and made an escape plan. He then learned that Droon and Frija had been conspiring to implicate him*

as a traitor so that Droon could rule Corulag in his place. Jix notes that since Vader wanted Torlock dead or captured (which would've left Droon in power either way), Droon's plan almost succeeded. Jix breaks into Droon's quarters and kills Frija when she tries to kill Droon for saying it was all her idea. He knocks out Droon and notices Droon's collection of lightsabers, taking one with him. Jix reunites the Torlock HRD and Frija HRD and they escape to Coruscant. Jix brings Droon to Vader, where Vader informs Droon of how Jix came to be in the Dark Lord's service. After the mission to Falleen and Jix's subsequent court-martial and escape from Kessel, Vader was on a mission to Aridus when he was nearly killed when a tower he was in exploded. He awoke aboard Jix's craft. Jix had been in hiding on Aridus, and in return for keeping the Empire from Jix's newfound "home" of Aridus, Jix would do whatever the Dark Lord commanded. Knowing that Vader will not let Droon live with this new knowledge, Jix gives Droon the lightsaber from Droon's quarters and walks out of the room as Vader ignites his lightsaber and kills Droon in a very uneven match. Outside, Jix is thanked by the two HRDs and lies when he tells the Frija HRD that Frija survived the encounter on Corulag. The Frija HRD is happy about this, hugs him, and she and her "father" depart from Coruscant.

(***Shadow Stalker***)

- *The Frija and Governor Torlock Human Replica Droids (HRDs) go to the planet Hoth to live their remaining days away from the gaze of the Galactic Empire. The Frija HRD does not desire to live in solitude, but the Torlock HRD insists.*

  (conjecture based on *Shadow Stalker* and *Classic Star Wars: The Rebel Storm*)
- *Assistant Rebel Alliance Historian Voren Na'al goes to Aduba-3 to learn the truth behind Han Solo's adventure there two years earlier. The people are less than helpful. Jimm Doshun is unwilling to talk to him based on a death threat from the bounty hunter Valance. Voren is able to talk to Jimm's wife, Merri Shen Doshun, but her memory is so close to that of TriNebulon News' inaccurate holodrama that he simply believes her memory must have been colored by the situation. Voren uploads his reports to Mnemos, but notes to his superior, Arhul, that he doesn't believe the report will be of much use.*

  (conjecture based on *The Starhoppers of Aduba-3)*
- *HoloNet Free Republic reports the destruction of an Imperial Army Navy Ordnance center on Onderon by Rebel Forces. (Exact date of report via HoloNet Free Republic: 37:4:3 i.e. 3 Telona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #10)
- *Cynabar's InfoNet reports a crackdown on smugglers along the Kessel Run by Imperial forces. (Exact date of report via Cynabar's InfoNet: 37:4:11 i.e. 11 Telona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #10)
- *Imperial Defense Daily reports that, due to the raw material shortage, many Victory Star Destroyers have been repaired with reddish pink hull plating, while the white-gray Doonium of old has been diverted to the larger Imperial Star Destroyers. (Exact date of report via Imperial Defense Daily: 37:4:19 i.e. 19 Telona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

  Adventure Journal #10)
- Nal Hutta Kal'tamok *reports Spaage Core, Inc. has quietly secured mining rights to a gas giant in the Minos Cluster, presumably to gather corusca gems. (Exact*

date of report via Nal Hutta Kal'tamok*, Basic Edition: 37:4:28 i.e. 28 Telona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Imperial HoloVision reports that Imperial forces led by Captain Briera's* Motivator *have attacked a Rebel munitions base on Maldra IV. According to the report, the unresponsive Rebels gathered in their own munitions storage area and blew it up, taking themselves with it. The report seems highly dubious. (Exact date of report via Imperial HoloVision: 37:5:3 i.e. 3 Nelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *The Alderaan Expatriate Network reports the truth of events on Maldra IV, where a Rebel refugee colony (not a munitions plant) was summarily wiped out without provocation or warning by Captain Briera's Imperial forces. (Exact date of report via Alderaan Expatriate Network: 37:5:7 i.e. 7 Nelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *TriNebulon News' correspondent Andor Javin reports on a surprising archaeological find on Sullust, where it seems a Sullustan shaman prophesied the rise of Emperor Palpatine over 8,000 years earlier. (Exact date of report via TriNebulon News: 37:5:15 i.e. 15 Nelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Independent Traders' Infonet reports that the raw material shortage of the past year has finally brought enough new firms into the mining industry to open 9,000 new system-wide mine facilities. (Exact date of report via Independent Traders' Infonet: 37:5:24 i.e. 24 Nelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Sector 242 NewsLine reports that the remnants of the Eyttyrmin Batiiv pirate armada who call themselves the Khuiumin Survivors have gone on a hiatus, it seems. (Exact date of report via Sector 242 NewsLine: 37:6:8 i.e. 8 Helona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Colonial News Nets reports that, as retaliation for the execution of Earnst Kamiel, the Justice Action Network has bombed an undersea transit tube, leaving a monorail train flooded. (Exact date of report via Colonial News Nets: 37:6:20 i.e. 20 Helona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Corellian Sector Newsfeed reports that the Corellian merchants Guild has been banned from the Corporate Sector. They have two months to pull out of the area. (Exact date of report via Corellian Sector Newsfeed: 37:6:26 i.e. 26 Helona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #10)

- *Core News Digest reports the banning of slungerhounds on Corulag and in the Corula sysetm, based on tales of violent slungerhound attacks on humans. (Exact date of report via Core News Digest: 37:6:30 i.e. 30 Helona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #10)
- *Pursued by Imperials, Luke Skywalker, C-3PO, and R2-D2 must take their ship in close to a comet to escape, only to have the comet be pulled into the gravitational pull of the planet Hoth and fragment, leaving the ship to crash into the Hoth surface. On the surface, they are discovered and rescued by the Frija Human Replica Droid (HRD), though they have no idea that she is a droid, much like Jix did not on Corulag. She takes them to her "father," the Torlock HRD, who tries to kill Luke to keep Frija from eventually escaping Hoth with him, now that he has managed to get a communicator working to transmit their coordinates to the Rebel Alliance. Torlock tries to shoot Luke, but hits Frija instead. Luke then kills Torlock in self-defense, discovering that he is a droid. Luke checks Frija, discovers she is also a droid, and she "dies" in his arms. At the shipyards of Fondor, the* Executor *roars into life. Vader's new Super Star Destroyer is complete. Vader orders the ship to attack the nearby Rebel operation at the Laakteen depot. As news of the attack on the Lakteen depot reaches Yavin IV, news also arrives about Luke Skywalker's location, and the* Millennium Falcon*, with Han Solo, Chewbacca, and Leia Organa aboard, heads for Hoth. After reuniting on Hoth, Han tells Luke that General Dodonna and the Rebel Alliance leadership have chosen Hoth as the next Rebel Alliance base. They leave Hoth to rendezvous with a contingent of Mon Calamari (who have just officially joined the Rebel Alliance) in space, only to find battle debris at the rendezvous point. They discover that escape pods were jettisoned to the nearby planet Daluuj and head for Daluuj to save their new allies. On the planet, they meet with the Mon Calamari leader, Admiral Ackbar, and must face off with Imperials led by the glory-seeking Commander Orlock. After defeating the Imperials and freeing the* Falcon *from a few seamonsters, they all escape Daluuj. Upon nearing the Yavin system, they come out of hyperspace into the debris of a Rebel Nebulon-B frigate that was recently destroyed by the* Executor*, which is on its way to Yavin IV. Before heading to Yavin IV themselves, they spot an undamaged Rebel scout ship speeding by. Once they are back at Yavin IV, they begin evacuation plans, and discover that General Jan Dodonna's son, Vrad Dodonna, was supposedly lost in a recent battle while piloting a scout ship. Luke believes Vrad could've been the person in the undamaged ship, but cannot voice his thought before a badly damaged scout ship arrives, bearing a hurt, but alive, Vrad. He is considered a hero, but Luke and Han believe that he hid during the battle and faked the damage to his scout ship. The Rebels decide to attack the* Executor *when it comes near with a ship armed with the power gem. The mission would be a virtual suicide mission, so a volunteer is asked for. Han, Luke, and Vrad volunteer, and Vrad is chosen. Luke doesn't trust Vrad, so he says he will go along as well. Shortly before they intend to leave, Luke and Vrad argue and Vrad confirms that he fled the fight and faked the ship's damage. He begins to beat Luke up. In space, the* Executor *proceeds toward Yavin IV, unimpeded . . .*

  (***Classic Star Wars: The Rebel Storm***)
- *At about the same time that the* Executor *is launched, Palpatine reveals the existence of its sister ship, the* Lusankya*, which is buried under the surface of Coruscant, having been moved there in secret after construction at the Kuat Drive Yards.*

  (conjecture based on *Isard's Revenge* via *TimeTales*, paraphrased)

- *Desperate to give the Rebels at Yavin at least a fighting chance to escape, Mon Mothma and Admiral Ackbar arranges a diversionary attack in the Vallusk Cluster to draw as many Imperials away from the Yavin invasion as possible.*

  (conjecture based on *The Essential Chronology* via *TimeTales*, verbatim)
- *Luke Skywalker and Vrad Dodonna battle to a standstill until they must put on "happy faces" and proceed with the mission. They take off in their small vessel, carrying the power gem, and head for the* Executor*. Upon reaching a moon close to the* Executor*, Vrad lands the ship on the planetoid and kicks Luke out of the craft, intending on leaving him on the planetoid and fleeing to safety, as he did in the earlier attack. Vader has sensed Luke, though, and the* Executor *is diverted toward the planetoid. Seeing that Luke is so important (and thus a threat) to the Imperials, Vrad determines that the Rebels may really have a chance at winning the Galactic Civil War. He leaves Luke on the planetoid to remain safe from Vader and takes the ship and power gem to the Executor. Han Solo appears (after having followed their ship since he didn't trust Vrad either), and they speed off after Vrad. They arrive at the* Executor *in time to see Vrad's attack. He uses the power gem to drain the Super Star Destroyer's front shields, but the Imperials divert all other shields to that area and Vrad is destroyed against the shields while attempting a kamikaze run. The gap in the shields, though, allows the* Millennium Falcon *to swoop in behind the* Executor *and damage the ship's engines, making the ship unable to attack Yavin IV for a short while. Vader contacts Admiral Griff, who is commanding the Yavin system blockade, and has him prepare to stop the Rebels as they attempt to evacuate out of the system. On Yavin IV, the* Falcon *arrives and the evacuation commences. All of the Rebels make it off the planet before Dodonna (who stayed behind) destroys many of the Imperials, along with himself (or so it seems). (Dodonna is actually captured, and the explosion he caused does not destroy the main temple, only damages it.) Griff is enraged that they destroyed one of his bomber groups, but he knows that the Rebels have not made it past the system blockade yet. (To be continued below . . .)*

  (***Classic Star Wars: Escape to Hoth***)
- *The final portion of the Rebel evacuation fleet escapes into hyperspace on a short jump to a rendezvous within the confines of the Imperial blockade in the Yavin system. Luke Skywalker and R2-D2 (in an X-wing) and a crew consisting of Han Solo, Chewbacca, Leia Organa, and C-3PO wait for the fleet to depart before heading out themselves. After Luke leaves, the* Millennium Falcon *is chased into the debris of the* Death Star *by two TIE fighters. They are herded by the TIEs (flown by pirates, not Imperials) to the pirate vessel captained by Redkihl Rok, who presumably wishes to capture the ship for the valuable Rebel munitions on-board. The* Falcon *is grappled to Rok's vessel as the pirates prepare a boarding party. Suddenly, the TIEs swooping around the vessels are destroyed as Luke returns to the rescue, after having detected the pirates on his way away from the scene the first time. Han asks him to help blast the* Falcon *free, but Rok activates his ship's weaponry and Luke's X-wing is blasted and sent crashing into the hangar of Rok's ship. At the same time, Rok's men (well, his insectoid droids) begin burning a boarding hatch into the* Millennium Falcon*. Rok discovers that Luke and R2-D2 survived their crash and sends his men to kill Luke. On the* Falcon*, Han decides to use some bombs that are among the Rebel munitions to escape from the pirates. Elsewhere, Luke is met by Rok's henchmen but defeats them easily. On the* Falcon*, Han sends C-3PO (with a communicator and a holoprojector) to turn himself over to Rok. Rok meets C-3PO and the projector's message is played. It is Han telling Rok that if he doesn't let them all go, he will detonate all of the canisters of explosive material that Rok's men have taken from the* Falcon*. Rok thinks Han is bluffing. Luke then arrives and confronts Rok, but is attacked by a blaster cannon controlled by Rok via his cybernetics. C-3PO*

fears that Luke is dead, but Rok assures him that Luke is alive, but his luck has run out. Luke, facing Rok, whips out his lightsaber and severs some of Rok's connections (via his suit) to the ship. He then catches up to R2-D2 and C-3PO and the three escape to the Falcon*. The heroes escape and Han detonates the munitions on Rok's ship, causing it to be dead in space, just another piece of debris in the* Death Star *wreckage.*

(***Death Star Pirates***)

- *The Rebel fleet escaping from Yavin IV has its escape route cut off by Admiral Griff's blockade. Their only other escape route is through an area near a star that is constantly hit by unpredictable stellar flares. It is a desperate move, but they have no other choice. With Luke using the Force to sense when the flares will come, he helps guide the Rebel fleet through the new escape corridor and into safety. Griff's blockade fleet, with Griff enraged and wanting to stop the Rebels at all costs, attempts to make a quick hyperspace jump to intercept the Rebels. Their exit coordinates, though, are the same as the current location of the* Executor *(probably by Vader's planning) so as they begin to materialize from hyperspace, their atoms are scattered across the system as they materialize right into the* Executor*'s shields and are dematerialized into near nothingness. Griff has paid the price for his ambition, but the Rebels have escaped. (To be continued below . . .)*

  (***Classic Star Wars: Escape to Hoth***)
- *The late Admiral Griff is replaced by Admiral Ozzel aboard the* Executor*.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *As the* Republic's Return *helps evacuate personnel from Yavin IV, Deen Vorsoon tells several children aboard the story of Vici Ramunee's trial at the Cave of Truth.*

  (***The Most Dangerous Foe***)
- *Darth Vader and Gurdun arrive on Mechis III to check on the progress of probot production, unknowing that the facility is under the control of IG-88. After being assured by a false hologram of Hekis Thul, Vader leaves, satisfied. Shortly thereafter, IG-88 checks in with his various droids in the Empire and learns of the existence of the* Executor*. He begins scheming to make the Super Star Destroyer his own. (To be continued below . . .)*

  (***Therefore I am: The Tale of IG-88***)
- *Having escaped Yavin IV, the Rebel Alliance sets up a base on Thila, while the Alliance Corps of Engineers gets the new base on Hoth ready for use. They soon leave Thila, however, as it is assumed that the Empire will now associate the Rebellion with jungle bases, and Thila is, unfortunately, a jungle world.*

  (conjecture based on *Star Wars: The Roleplaying Game* via *TimeTales*, paraphrased)
- *The Rebel fleet proceeds to Hoth and begins setting up a new base, while the* Millennium Falcon*, damaged by being so close to the star for so long, is forced to make a detour to a planet that appears to be a tropical paradise. While Han Solo and Chewbacca fix the ship, Luke Skywalker scouts around and finds a woman in trouble. He saves her from the planet attacking her and believes that she is Tamith Shire. He follows her and discovers that she is not Tamith, but that the planet's atmosphere is causing him to blur the line between real and imaginary. They talk, and he discovers that her name is S'ybll. She is alone on the world and using the remains from an Imperial shuttle to supply her home in nearby ruins. She begins to seduce Luke and he stays with her for a short time. That night, he has delusions of being attacked by a night beast and meeting Ben Kenobi again. He is "saved" by S'ybll" who he then discovers is a mind witch, who uses the lifeforce of unlucky visitors to the planet to sustain her life. She has been on the planet for hundreds of years, it seems, and now wishes to use Luke and the others as "fuel" as well. Luke is attacked by a delusion of Darth Vader, but*

realizes it is fake and is not harmed. S'ybll then begins bringing the ruins down around him in hopes that she can at least get Han and Chewie's lifeforce if Luke cannot warn them. Luke survives, but the power-drain S'ybll had to use to bring down the ruins ends in her death. They all return to Hoth, only to discover that they have been followed by a mysterious vessel. Leia Organa orders them back into space to lead the vessel away from the hidden Rebel base. They are captured and taken aboard the ship, where they discover it is commanded by Raskar, who is still angry that Han swindled him out of the power gem. Raskar intends to turn Luke over to Vader and Han over to Jabba the Hutt. Han makes a counter offer, pretending that he can pay Raskar off with his reward from saving Leia on the Death Star *(which, by the way, he no longer has). Raskar assumes it is hidden on Hoth, so they head for an area of Hoth far from the Rebel base, where Han lands them in a chasm. Luke pretends to know where Han's "treasure" is after seeing the ship's sensor detecting lumni-spice in a nearby cave. They find the lumni-spice and battle a dragonslug that was guarding it. After killing the slug, they escape to the surface and call Raskar's ship to help get the* Falcon *back up to them. Raskar plans to take the lumni-spice in return for their freedom, but upon boarding Raskar's ship, they find it taken over by bounty hunters who were sent by Jabba the Hutt to take Solo from the impetuous Raskar. Aboard are Dengar, Bossk, and Skorr (recently freed from Kessel and rather pissed at Han for helping him get sentenced to Kessel in the first place). They are taken to Ord Mantell, where Boba Fett (the final member of the group) is meeting with Darth Vader about the reward for Skywalker. They are kept at a moisture farm until they can be sent to Fett and Vader, but Skorr's desire for revenge proves the tool Luke needs to free them. They escape to the surface, and are pursued by the hunters. Skorr finds them and is killed by Han in the ensuing struggle. Raskar arrives in his ship (which had been left in space with he and his men in the cargo hold—good thing he can pick locks) and destroys the moisture farm, although the hunters have already escaped. The Rebels board the* Millennium Falcon *and escape from Ord Mantell. Upon contacting the Rebel base on Hoth, they learn that an Imperial messenger-drone crashed on Verdanth, and C-3PO and R2-D2 (unlikely heroes, it seems) were sent to investigate. Han, Luke, and Chewie head for Verdanth to help. They arrive and save the droids from an Imperial probe droid, but then must destroy the droid, unknowing that Darth Vader is using a special cybernetics project to project his mind, and thus, the Force, into the droid. He tries to pry the location of the new Rebel base from Luke's mind while Luke is attacking the droid, but Luke resists subconsciously until Han destroys the droid and Vader's hopes of finding the new base that day. Aboard the* Executor*, Vader orders that probe droids continue to be dispatched to search for the new Rebel base. On Verdanth, Luke, Han, Chewie, and the droids prepare to return to Hoth.**

(***Classic Star Wars: Escape to Hoth***)*

***NOTE: Just for clarification, the bounty hunter Dengar appears in this story, but is mistakenly called Zuckass (a misspelling of Zuckuss). Since we don't see 4-LOM, and the character *looks* exactly like Dengar, we must assume that he was drawn correctly and named wrong, not vice versa.**

- *Cynabar releases* Cynabar's Droids Datalog *version 4.7.110 to the galaxy. The datalog covers various droid classifications and models and is a revamp of the last version, which generated enough fan response to justify a new edition. (Exact date: 37:8:1:04, i.e. 1 Yelona 2 ABY)**

(***Cynabar's Droids Datalog Version 4.7.110***)*

***NOTE: This story isn't much for non-RPG players, but I like it simply because of the backstory of the *Datalog* being so close to that of my creation of the SWT. With interest comes expansion, right?**

- Nal Hutta Kal'tamok *takes time to give an annual summary on the various NewsNets and their political, commercial, and social ties. (Exact date of report via* Nal Hutta Kal'tamok*, Basic Edition: 37:8:11 i.e. 11 Yelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *Tanda Marelle of Galactic Resorts reports the release of Fitz Roi's new slug,* Tymin' Downband*, which debuted this week at the Arcopola Baas Music Festival. (Exact date of report via Galactic Resorts: 37:8:14 i.e. 14 Yelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *Galaxy News Service reports the sabotage and destruction of the Imperial Corusca Line yacht* Calabar Queen *at the hands of the Justice Action Network. (Exact date of report via Galaxy News Service: 37:9:2 i.e. 2 Relona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *Cynabar's InfoNet reports that Grand Admiral Thrawn will soon be returning to the Core. (Exact date of report via Cynabar's InfoNet: 37:9:13 i.e. 13 Relona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *TriNebulon News reports that the Tombat has struck again, this time stealing from business tycoon Baron Galrowk. (Exact date of report via TriNebulon News: 37:9:21 i.e. 21 Relona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *Imperial TIE bombers attack the Rebel base on Aguarl 3, but the Rebels manage to stop all but one of them The lone pilot carries out the attack as ordered, and returns to the* Ravagor *badly damaged. The pilot, Ranulf Trommer, survives, but must have a mechanical leg implanted when he loses his biological one. On M'Haeli, a local "seer," Ch'no, defends his adopted human daughter Mora, and then has a vision of an Imperial attack on the planet. Shortly thereafter, Ranulf Trommer is called to Grand Moff Lynch with his father, Admiral Trommer, and given a promotion. He is to go to M'Haeli and spy on local Governor Grigor. He and his father speak about the assignment and are overheard by Ambassador Jollie. On H'Haeli, Imperials attack a Rebel cell that has been searching for the rumored lost heir to the M'Haeli ruling family. The raid prompts two H'Drachi (N'Ton and R'Han) to join the Rebels. At the Imperial garrison, Grigor is informed by Jollie that Lynch has sent Grigor's new aid, Trommer, as a spy. Back in the capital city, N'Croth, Mora is hired by two Rebels, Merrik and Jalose, to augment two swoops for guerrilla warfare. Ch'no then takes Mora to see the H'Drachi elders, but their presence disrupts the Force-like meditations of the elders. Ranulf finally arrives on the planet after defending an Imperial dreadnought from attack by Rebels (under Leia Organa's command). He is sent y Grigor to ingratiate himself with Mora in an attempt to integrate himself into the "junker" culture on the planet. He takes Grigor's droid (shot by Grigor and thus in need of repairs) to Mora's repair shop, but they are all accosted by stormtroopers seeking Rebels and to eliminate Ranulf for Grigor. Mora saves his life, with the help of Merrik and Jalose who have arrived to get their swoops. The two Rebels have been accompanied by Leia and N'Ton, and along with Ch'no, they all board swoops and escape into the night. They are attacked by Imperials, but make their escape without too much of a problem. Mora and Ranulf are sent to a cave near to the Rebel base (but not the base itself) until they can be sure of Ranulf's loyalty. The other go to the Rebel base itself. In N'Croth, the elders decide to turn against Ch'no and let the Empire destroy him, Mora, and the Rebels, thus*

saving their own asses. Based on Ch'no's information, Mora and Ranulf take off for a dragite crystal mine that Grigor has been running without Imperial sanction. The Rebels could certain use the information they would gather, which would help them to be trusted. Once there, Mora's presence interrupts the meditations of several H'Drachi, and see Imperials (well, scum hired by Grigor and dressed as stormies) beating up R'han, N'Tan's friend. Mora and Ranulf manage to disrupt the operation and escape with a handful of dragite crystals to use as proof of the operation's existence. When they reunite with the Rebels, they all rest for the night, but Ranulf believes that if he exposes Grigor to his Imperial superiors, Grigor will leave the planet and his replacement will be less cruel, thus eliminating the need for rebellion on M'Haeli, which would allow him to be with Mora, whom he's come to love. He makes his way into the Imperial facility where Grigor is sleeping without incident (using his Imperial credentials) and catches Grigor in his sleep. Ranulf is taken prisoner, though. His former allies are against him for being against Grigor . . . and the Rebels are warned against him as Marrik arrives back at the Rebel base after seeing Ranulf enter the Imp compound unimpeded. They fear that they have revealed their base's location to the enemy and prepare to move to a new base. Ranulf is tortured, but does not reveal the Rebel base's location to Grigor. In his absence, Marrik begins hitting on Mora, which pisses Jolene off. At N'Croth, the city is blasted apart by Imperials looking for the Rebels. The Rebels decide to assault the mine in retaliation. Back at the garrison, the bounty hunter Glott arrives to fulfill Grigor's orders to find Mora. The Rebels are betrayed by a Ph'Dan and Glott heads for the mine to apprehend them. In the dungeon, Ranulf escapes thanks to his Imp training. He arrives at the mine just in time to see the victorious Rebels attacked by Glott. He proceeds to beat the hell out of Glott before the Rebels, seeing him in stormtrooper armor, let Glott go and take him instead. (He's just having one hell of a bad day.) Glott orders Mora to be registered and then executed, but when they run her identi-print, they realize that she is the lost heir to M'Haeli. As a result, Grigor makes a planetary announcement—he will soon be marrying Queen Mora, thus cementing his power on M'Haeli. In desperation, Ranulf tells the Rebels his entire reason for being on M'Haeli, but is willing to help them save her. They assault Grigor's base and recapture Mora. They are pursued by Glott. In the pursuit, Jalose gives her life to save Mora, her queen. Ranulf then kills Glott. Finally, the H'Drachi rise in rebellion to the Empire and there is a massive battle in which Grigor is finally killed (Ranulf kicks his gun hand while he's holding Mora hostage and it blasts his own head off). Shortly thereafter, Ranulf's father, Admiral Trommer arrives to congratulate Ranulf in helping bring down Grigor, but when he says that they must now get rid of Mora due to her family's ties to the Old Republic, Ranulf doesn't take that too kindly and he assaults the Imperials holding Mora and the two escape to join the Rebellion. Their first act is to help the Rebels destroy the mine. Marrik dies in the assault, but at least now he is with Jalose.

(***River of Chaos***)

- *Colonial News Nets reports that aggressive replanting on Bethal has helped revive the world's apocia hardwood timber industry after the greddleback insect plague three years earlier. (Exact date of report via Colonial News Nets: 37:10:3 i.e. 3 Welona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #11)

- *Brema News reports that a movement of Pinacism (the practice of sitting out a conflict in order to rise from the rubble in the aftermath) has grown in the Brema sector in regards to the Galactic Civil War. Authorities are attempting to crack down the movement. (Exact date of report via Brema News: 37:10:5 i.e. 5 Welona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)

- *En route to a Rebel conference on Circarpous IV, Leia Organa and C-3PO (aboard a Y-wing) and Luke Skywalker and R2-D2 (aboard an X-wing), must divert to Circarpous V (AKA Mimban, source of a mysterious beacon) when Leia's starfighter needs repairs. They are caught in a stormlike anomaly on their way to land, and both vessels crash to Mimban's surface. Luke and R2-D2 reunite with Leia and C-3PO and they head for nearly ruins, which they hopes is a xenoarchaeological research station, but is in fact a secret Imperial facility, on the planet without the knowledge of the Circarpousians. They realize it must be an energy mining operation, which would account for the anomaly they experienced. They break in, steal some miner attire, and attempt to blend in. In a tavern, they witness an Imperial beating a "greenie" (indigenous) slave, but cannot do anything to help since they cannot blow their cover. Leia assumes they are about to be caught anyway, and Luke has to slap her and pretend she is his slave in order to keep her from running and drawing undue attention to them. They are approached by Halla, an old woman with at least marginal Force-attunement who says she can help them get off of the planet if they will help her find the Kaiburr Crystal, which supposedly amplifies the power of the Force. Luke is skeptical, but when he touches a shard of the crystal, he feels its power. On their way from the tavern, Leia gets Luke back for slapping her by tossing him into some mud. They are accosted by a group of miners (under the guise of helping Luke control his "slave"), but Luke and Leia manage to defeat most of them before a group of stormtroopers arrives and takes them all into custody. They are brought before Captain-Supervisor Grammel, who confiscates the shard of the Kaiburr Crystal and imprisons them all. Luke has fed him a story about he and Leia being escaped criminals from Circarpous, prompting Grammel to call sector Governor Bin Essada on Gyndine to check their story and see what he knows about the shard. Essada sees the images of Leia and Luke on his monitor and recognizes Leia. He orders Grammel to keep them in custody until an Imperial big-shot arrives. He then calls Darth Vader. In their cell, Leia and Luke are imprisoned with two Yuzzem named Hin and Kee. Grammel comes to speak with them with no luck. Shortly thereafter, Halla arrives and helps Luke realize he can use the Force to free them. They free themselves and make their escape, blowing up several grenades in Grammel's vicinity. They board an old crawler and head for the Temple of Pomojema to get the Kaiburr Crystal. Back at the Imperial complex, Grammel's injuries are healed (or at least receive triage treatment). Seven days later, the Rebels and Halla make their way to the temple, but the vehicle is accosted by a wandrella, forcing them to scatter. As they are fleeing, the Super Star Destroyer* Executor *enters the system. Fleeing from the wandrella, Luke and Leia manage to cause it to fall down a Coway shaft, saving them. The heroes are reunited, but Luke and Leia must make use of the Coway shaft to get back to the surface, since they had to nearly topple down the shaft to escape the wandrella. Elsewhere on Mimban, Vader arrives. Luke and Leia make their way underground and into a Coway village, nearly getting killed in the process. They learn that Halla, Hin, Kee, and the droids have been captured by the Coway, so Luke must battle their best fighter to save them all. As they prepare to celebrate the victory, Luke senses Vader is getting nearer. The Coway prepare to battle the Imperials with primitive weapons. They manage fairly well, using booby-traps and the like, until Vader orders the Imperials back to the surface and goes to face Luke alone. Luke won't give him the satisfaction of going to him, and the heroes escape the Coway tunnels. Outside, they board an Imperial crawler and make their way from the scene. Aboard the Imperial command chariot, Vader executes Grammel for his troops' failure. The heroes finally make it to the Temple of*

*Pomojema days later and find the Kaiburr Crystal. They prepare to take it but are attacked by a dragonlike creature. Luke defeats it, only to turn around and see Vader standing in the temple's doorway, proclaiming that he has deactivated the droids and killed the Yuzzem. Vader threatens both Luke and Leia, mentioning the need to try some rather novel uses for a lightsaber before he lets Leia die. She panics and takes Luke's lightsaber. She strikes at Vader, but he blocks easily. Elsewhere, Halla gets the Kaiburr Crystal, finally. Back in the entryway, Vader slashes Leia over and over again, with cuts just small enough to cause great pain, but not be seriously harmful. Luke is trapped under a bit of rubble and cannot help until Hin, nearly dead, uses the last of his strength to free Luke. Leia tosses the lightsaber to Luke and Luke begins his first lightsaber duel with Darth Vader. Vader disarms Luke with a throw of his lightsaber and attempts to use Force lightning on Luke. Luke instinctively reverses it on Vader, though, and as the two regain their lightsabers, Luke makes a desperate slash, which Vader counters with a punch, but not before the saber can sever Vader's mechanical right arm. Vader trips over his own arm and both he and the arm fall into a gaping hole in the floor of the temple. Luke looks over at Leia, dead or dying from the combined effects of Vader's blows, and prepares to die as well. Halla arrives, though, and between she and Luke, they heal both Luke and Leia. They bury the Yuzzem, and Halla helps Luke, Leia, and the droids back to the Rebellion.**

(***Splinter of the Mind's Eye***)*

***NOTE: The placement of this story is based in part on the fact that Vader's SSD, the *Executor*, appears in the comic adaptation, which puts it after *Classic Star Wars*.**

- *After the events surrounding the Kaiburr Crystal, Leia Organa asks Luke Skywalker how he knew the Yuzzem language, to which he responds that he learned it from Pok, a Yuzzem who frequented Anchorhead on Tatooine. At about the same time, Luke makes a journal entry regarding the Mimbanites.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Coruscant Daily NewsFeed reports that Darth Vader will "soon" be joining Admiral Ozzel's Death Squadron in the near future. (Of course, he's already there.) (Exact date of report via Coruscant Daily NewsFeed: 37:10:19 i.e. 19 Welona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)
- *Imperial Defense Daily reports the public unveiling of the* Executor*, following the conclusion of its six month shakedown cruise. Three other Super Star Destroyers are set to be launched in the next 16 months. (Exact date of report via Imperial Defense Daily: 37:10:23 i.e. 23 Welona 2 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)
- *Luke Skywalker discovers that the Kaiburr Crystal's power greatly decreases in direct proportion to distance from Mimban and the Temple of Pomojema. He begins using the trinket as a teaching aid, eventually even using it as a focusing crystal in a test lightsaber blade.*

  (conjecture based on *The Essential Chronology*)
- *Sheckil, a former warrant officer from Concord Dawn, is assigned to the Death Squadron to handle dangerous prisoners.*

  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *In need of special parts to set up a shield generator for the new Rebel base on Hoth, Han Solo, Luke Skywalker, Leia Organa, Chewbacca, C-3PO, and R2-D2 head for a meeting with the Skrilling trader, Dilrath. During the meeting, which yields little in the way of necessary parts except for an insulated power converter, C-3PO discovers B-1D4, a fellow protocol droid (though this one is female). C-3PO*

seems smitten by B-1D4 after linking with her and transferring some programming, and practically begs the Rebels to purchase her. They agree, and they all leave for Dweem in the Millennium Falcon*, where an abandoned outpost may yield more supplies. The hyperdrive is inoperative, though, so they must find a way to replace a damaged part. As they lie relatively dead in space, they are noticed by a Nikto pirate vessel (the* M'hendosat*) captained by Kassihm, who hopes to retrieve the bounty on Solo. The* Falcon *is pulled aboard the Nikto vessel and boarded, but everyone hides in Han's smuggling compartments, except one Rebel, who decides to take a peek outside. As a result of that Rebel's actions, the others end up being discovered, stunned, and taken prisoner. The lovesick (for B-1D4) R2-D2 and C-3PO persuade the Rebel that B-1D4 may be of help in freeing the other Rebels and salvaging the part for the* Falcon *from the Nikto ship's storage or engineering area. B-1D4 jacks into the ship's computer, who follows her every whim like a lovesick fool, while the Rebel gets the necessary part and frees the other Rebels. They all escape, but the ship itself tries to stop them, not wanting to let its beloved B-1D4 leave. The ensuing escape causes the destruction of the Nikto ship, but not before Kassihm is able to escape in an escape pod, which also brings along the obsessive computer personality of the destroyed ship. Back at Dilrath's trading vessel, Grand Moff For-Atese (an IG-88 assassin droid with advanced personality programming, who heads up a division of Imperial Redesign—a mysterious area of Imperial military operations that subjugates or eradicates populations and species) arrives looking for B-1D4. She is the "Heart of Steel," a droid programmed to override the programs of other droids via a virus, which makes her a formidable weapon. She escaped from Imperial Redesign and they want her back. For-Atese is informed of Solo's capture by the Nikto vessel and heads in that direction. Aboard the* Millennium Falcon*, Luke has checked B-1D4's records and discovered B-1D4's abilities and that C-3PO and R2-D2 are affected. They decide that she must be shut down and taken to Rebel Intelligence. Before they can do that, though, B-1D4 jacks into the* Falcon*'s computer and asks for a tiny favor . . . **

(***Prisoner of the Nikto Pirates***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *B-1D4 diverts the* Millennium Falcon *from its course to Dweem and instead points them toward Coruscant, her former home. The Rebels aboard can do nothing to stop it. Elsewhere, Grand Moff For-Atese, aboard his state ship, the* Zaker Besar*, discovers the remains of the* M'hendosat*, but not trace of the* Millennium Falcon*. They pull aboard Kassihm's escape pod, and he is brought before Imperial interrogator Burra Stone, along with the Skrilling trader, Dilrath. The Imperials discover that the Rebels' last heading was toward Dweem, so they head to Dweem, a frozen-over planet that could possibly be where the Rebels needed insulated shield generator parts for (though they are needed for Hoth instead). An Imperial team is sent down in AT-STs. One Imperial becomes lost within an abandoned Old Republic fortress, bristling with Dweemons and Old Republic sentry droids, Iron Knights. The Imperial makes it through after battling Dweemons and a riddle-asking monster, and the Imperials realize that they are simply in an abandoned Old Republic base, not a current Rebel base. They return to the* Zaker Besar*. For-Atese determines that B-1D4 must have diverted the Rebels elsewhere and realizes that the only logical place she would run to hide would be Coruscant.**

(***The Monsters of Dweem***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Imperial." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at**

various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.

- *The* Millennium Falcon*, under B-1D4's control, arrives on Coruscant. Knowing they must escape the planet, the Imperial* capital world*, the Rebels aboard determine that they should head for Coruscant's lower levels to find the legendary Phelon, a Columi who owes Han Solo a favor, and is also rumored to be a criminal, a Rebel sympathizer, and an Imperial stooge all in one. Before they leave, they cleanse the recent memories of R2-D2 and C-3PO to free them of B-1D4's influence, but R2-D2 jacks into the* Falcon*'s computers and is re-infected. Chewbacca, R2-D2, and C-3PO accompany one Rebel as they flee into the lower levels. The others head out as well, leaving B-1D4 deactivated on the* Falcon*, which is docked under a false registry (which required Han entering the password "Organa," which Han says is in honor of Bail Organa, but is, of course, actually due to his growing love for Leia). After various encounters with underworld denizens, the Rebel, Chewie, and the droids finally make it to Phelon's hideout, where they learn that, through dummy companies, he has been "advising" (read: bullshitting) Imperial construction companies (i.e. being an Imperial stooge), skimming a fortune from those transactions (i.e. being a criminal), and using that fortune to help fund Rebel activities (i.e. being a Rebel sympathizer). He uses the virus within R2-D2 to convince every computer on Coruscant, temporarily, that the* Millennium Falcon *is actually the* Felon Melon *and free to go. The computers are also make to assist the Rebels in their escape, no matter what. The rest of the Rebels arrive, and the group sets off for the* Falcon *and off of Coruscant. They are not unnoticed in their departure, however, as the harbormaster contacts Darth Vader of their departure. The Rebels head for the nearby Rebel base on Cheeyoom Matee, where they are greeted warmly . . . and then betrayed by the base commander, who turns them over to the Imperials. They are to be sent to the Imperial prison on Merakai immediately . . . (To be continued in the summary for* Imperial Jailbreak *when released . . .)**

(***Voyage to the Underworld***)*

***NOTE: Annoying as it is, I am forced to refer to the main character of this story as "the Rebel." I must also be very vague as to events. This story is a *Star Wars Missions* campaign, and as such, has no definite player character, and multiple choices of actions at various points in the story. All choices still lead to the same general storyline, though, so the events above are accurate, if not an action-by-action account.**

- *Galaxy News Service reports on the launch of New Year Fete Week celebrations on Coruscant. (Exact date of report via Galaxy News Service: 38:F1:1 i.e. 1 New Year Fete Week 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)

- *Independent Traders' Infonet reports Imperial Customs' increasingly frequent boarding of transports. (Exact date of report via Independent Traders' Infonet: 38:1:9 i.e. 9 Elona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)

- *Colonial News Nets reports that Imperial forces have taken Lirra from the Hutts originally running the planet. This action was taken to free human slaves, an irony not lost on all the alien races enslaved by the Empire. (Exact date of report via Colonial News Nets: 38:1:9 i.e. 9 Elona 2 ABY)**

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)*

***NOTE: This entry was actually dated 37:11:9, but this is believe to be a misprint, as there are only 10 months in the *Star Wars* internal calendar that *Galaxywide News Nets* uses. This is further backed up by the timing of AJ13 GWNN events in relation to those in the AJ12. We can**

safely assume these events were meant to take place the next month after Welona of the year '37, which makes them take place during Elona of '38.

- *Coruscant Daily NewsFeed announces that Thrawn has been inducted into the Order fo the Canted Circle, having returned to Coruscant for a short time. Grand Admiral Rufaan Tigellinus was one of the leading opponents of Thrawn's induction. (Exact date of report via Coruscant Daily NewsFeed: 38:1:13 i.e. 13 Elona 2 ABY)**

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)*

***NOTE: This entry was actually dated 37:11:13, but this is believe to be a misprint, as there are only 10 months in the *Star Wars* internal calendar that *Galaxywide News Nets* uses. This is further backed up by the timing of AJ13 GWNN events in relation to those in the AJ12. We can safely assume these events were meant to take place the next month after Welona of the year '37, which makes them take place during Elona of '38.**

- *Andor Javin of TriNebulon News reports that after a tour of several Kooroo shrines, he has determined that they are actually archaic communication devices used by Kooroo scouts millions of years ago to explore the galaxy. (Exact date of report via TriNebulon News: 38:1:15 i.e. 15 Elona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)

- *Aboard the* Zaker Besar*, Kassihm knows that Grand Moff For-Atese will soon run out of uses for him and kill him, or have Burra Stone kill him. With the capture of the Rebels and B-1D4 and their subsequent shipment to Merakai for imprisonment, though, he sees a way out of it. For-Atese does not wish his involvement in Imperial Redesign or the Heart of Steel project known, which means that he cannot simply call the prison on Merakai and order B-1D4 turned over to him. The only hope of keeping his involvement a secret is for a small team, including Kassihm, For-Atese, Burra Stone, and several Imperial agents, to attempt a jailbreak of the Merakai prison. Kassihm is promised his life and the ship they are taking (the* Optitron*) when the mission is over in return for his aid, though he has no doubts that For-Atese will kill him before he can ever benefit from the bargain. The team takes the* Optitron *from the* Zaker Besar *to Merakai, where they set down and head for the prison. After battle with swamp creatures, Khil guards, and droid guards, a part of the group makes it to the detention control center and stages a full jailbreak to cover the intended jailbreak—that of B-1D4, the Heart of Steel. As a result, Luke Skywalker, Han Solo, and company are also freed. The Rebels and Imperials make it out of the prison and while the Rebels end up hiding in the nearby woods, the Imperials are able to take the* Optitron *and escape. Shortly before their rendezvous with the* Zaker Besar*, Kassihm convinces Burra Stone to go back into stasis, and then takes a droid disrupter and uses it on B-1D4, the ship's torturer droid, and Grand Moff For-Atese. Kassihm then takes the* Optitron *back to Merakai and picks up the Rebels who were left behind. He tells them that he wishes to join the Rebel Alliance, as he has seen the Empire's cruel agents first-hand. He will gladly stay in a cell when they get to Hoth if necessary, but after he is officially part of the Alliance, he will remain a pirate, but only raid Imperial vessels and sell the materials for next-to-nothing to the Rebel Alliance. Thus Kassihm becomes the newest Rebel recruit.*

(***Imperial Jailbreak***)

- *On Tirahnn, Luke Skywalker and Leia Organa are accosted by a winged woman known as "the tyrant," Kharys, the Majestrix of Skye. They are saved by Han Solo and Chewbacca, and when they return to the* Millennium Falcon*, Han is reunited with his former girlfriend, Katya M'Buele. That night, as Han goes to see an old acquaintance, Laskar, about Kharys, a smoke demon, sent by Kharys, invades the* Falcon*, killing Katya and wounding Luke, though he'll recover relatively soon.*

Han returns and they head to Marat V, also known as Skye, where Han had a run-in with Kharys three years earlier. It seems that Kharys considers the hunt for he, Katya, and the other Corellians who landed on Skye to be ongoing, and thus she intends to end the hunt by finally killing Han. They arrive over Skye, but are attacked by Imperial TIE fighters. Han and Chewie order Luke, Leia, R2-D2, and C-3PO into a lifepod and launch it. Those aboard the pod assume that the Falcon *is destroyed. Luke and Leia awaken in a cell. Soon, they are visited by Patriarch Aragh, a S'kytri (the same race as Kharys), who tells them they are to be brought to trial for the crime of being "walkers" and disgracing Skye with their presence . . . *

(***The Long Hunt***)*

- *Luke Skywalker and Leia Organa are brought before the elders of Aragh's realm, and learn that the droids are safe and that Han Solo and Chewbacca probably survived their encounter with Imperials. They are most likely being held in the castle of Kharys, who rules the planet on the authority of Darth Vader. When Luke and Leia say they wish to save their friends, the S'kytri believe Luke may be "the one," the person whom prophecy says will finally free Skye from its bargain with the Empire. With the S'kytri, they fly (Luke and Leia use anti-grav belts and wings) to the castle and free Han and Chewie. Luke battles Kharys in the air and she whips out a lightsaber, probably given to her by Darth Vader. Luke and Kharys duel until Luke finally kills her. Once the battle is over, Aragh tells them that during the Clone Wars, Skye was saved by three Jedi Knights. One was Obi-Wan Kenobi, and the other two were his pupils. The S'kytri swore their eternal fealty to the Jedi, but they left without taking advantage of that oath. Later, Darth Vader came (proclaiming to be the* other *Jedi student, not Anakin Skywalker) and made them honor their oath. He took the planet over as Imperial territory and placed Kharys in position as ruler in his absence. By saving them from Kharys, Luke has thus freed them of their obligation to follow Kharys, which means Skye shall be free (though whether or not they would follow another Vader-appointed ruler if Vader returned to Skye is up for debate).*

(***A Duel of Eagles***)*

***NOTE: This story (*The Long Hunt* is the first part, with *A Duel of Eagles* the second) first appeared under the same names as the first annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

- *As Han Solo flees to Orleon, Jabba the Hutt hires an alien of an entirely different species to pretend to be Jabba (just with one "t" missing from his name) and hire the muscle necessary to take Solo down.*

(conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"What Ever Happened to Jabba the Hut [sic]?")*

***NOTE: Yes, this *is* very contrived. How else, though, can you explain the appearance of a bipedal, whiskered Jabba in the pre-ROTJ-creation story that was reprinted and forced into the Official Continuity by Dark Horse's *A Long Time Ago . . .* project? There is a slight chance that this is the reasoning behind the Jabba-hired Jabba impersonator in *Sleight of Hand: The Tale of Mara Jade*, if you're interested in writing it off that way.**

- *Han Solo and Chewbacca have escaped Darth Vader's forces and landed on Orleon, only to find themselves under attack by forces led by Jabba the Hutt's surrogate, Jabba the Hut. They manage to hide the* Millennium Falcon *inside a mountain cave, only to be trapped by Jabba's goons. They then discover stone mites (insects bioengineered during the Clone Wars to bore through just about anything) in the cave and race back to protect the* Falcon*. They lift off and hover in the cave while using the ship's de-icer to fry the little insects from the ship's hull, but not fast enough. They realize that the mites must have bored through the mountaintop as well and use the knowledge to blast themselves free of the mountain and into space. They pass the surrogate Jabba's ship on the way from the planet and discover that he is the victim of a mutiny. They offer to take him*

aboard when he dons a spacesuit and floats to the Falcon*. But . . . Han wants him to stew a bit so he lets him simply hang onto the ship for a while. After all, he has about two hours of air in his suit . . .* if *the stone mites didn't get to it when they were on Orleon . . . **

(***What Ever Happened to Jabba the Hut?*** **[sic]**)*

***NOTE: This story first appeared under the same name as issue #28 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity. You can find my explanation for Jabba's insanely different appearance above this story summary.**

- *While escaping from an Imperial Star Destroyer, Luke Skywalker and Leia Organa are forced to jump to hyperspace. Something goes very wrong and the jump takes them beyond the rim of the galaxy (they were already in the Outer Rim area to begin with, so this isn't* too *much of a stretch). There, they find an organic vessel and are taken aboard. Once inside, they are accosted by game-playing machines before the "captain" of the vessel realizes they are actual lifeforms and tries to blow them into space by opening an airlock. When Luke and Leia show genuine caring for each other, the "captain" stops the venting of air and allows them to meet with him. The "captain" is actually bonded with his ship as one entity. He tells them that ages ago there was a war among his people, which ended when a plague wiped everyone out but him. He took his ship into the void between galaxies and eventually melded with it, with only his "games" to keep him company. The Star Destroyer manages to catch up to them while they are talking. The Imperials attack the organic ship and the "captain" and ship are forced to destroy the Imperials. Luke and Leia then leave and return to the galaxy, hoping that one day, the "captain" will find happiness "out there" . . . **

(***Riders in the Void***)*

***NOTE: This story first appeared under the same name as issue #38 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

- *Luke Skywalker has no choice but to kill Baron Ormon Tagge in self-defense, while caught in a trap of Darth Vader's devising. Luke then takes Tagge's lightsaber as a spare.**

(conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"The Crimson Forever: Against the Scarlet Night")*

***NOTE: This event actually happened in issue 37 of the Marvel Continuity, but was referenced by *Classic Star Wars: A Long Time Ago . . .*--"The Crimson Forever: Against the Scarlet Night." Following the rules of Officiality then, we must assume that this general event took place as it did in the Marvel Continuity, even though the *Marvel issue itself* did *not* happen. The idea of Luke taking Tagge's lightsaber is not in the issue itself, but it is the only explanation that currently exists for why Luke has a lightsaber in the pre-SOTE stories of 3 - 4 ASW4. Credit for being the first to conjecture that the lightsaber Luke used during that time was Tagge's goes to Christopher McElroy and his *TimeTales Chronology*.**

- *TriNebulon News reports the banning of the Galladinium Datalog by Moff Shinda of Spirva sector. (Exact date of report via TriNebulon News: 38:1:27 i.e. 27 Elona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #12)*

***NOTE: This entry was actually dated 37:11:27, but this is believe to be a misprint, as there are only 10 months in the *Star Wars* internal calendar that *Galaxywide News Nets* uses. This is further backed up by the timing of AJ13 GWNN events in relation to those in the AJ12. We can safely assume these events were meant to take place the next month after Welona of the year '37, which makes them take place during Elona of '38.**

- *Coruscant Daily NewsFeed reports that Imperial Advisor Bregius Golthan has been asked by Palpatine to help ensure the safety of the Colonies and the Core Worlds. Golthan has left Coruscant to return to his sanctuary on Voktunma. (Exact date of report via Coruscant Daily NewsFeed: 38:1:29 i.e. 29 Elona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #13)

- *Cynabar's InfoNet reports that the Galladinium ban in the Spirva sector has opened up an entire black market for Galladinium in the area, urging those with the guts and know-how to head for the sector and make a hefty profit. (Exact date of report via Cynabar's InfoNet: 38:1:34 i.e. 34 Elona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #13)

- *Kaj Nedmak is in debt to Rass M'Guy and has a plan for how he and his partner, Celia "Crimson" Durasha, can save his neck. They travel to Yefowr to take a weapon smuggling job from Bwahl the Hutt. After leaving, though, they divert to Ord Mantell to give the weapons to Rass as payment for Kaj's gambling debt. Rass, however, only accepts them as interest on the debt, and still forces Kaj to somehow come up with the principal. They leave Ord Mantell worrying about where to go for the rest of the money, but Bwahl's agents, having followed them, attack in retribution for their betrayal. They have to land the* Tryan Kajme *at an old stellar-energy station on Ord Mantell to hide out, but upon arrival are still pursued. They split up and Kaj is captured by unknown assailants. In the station, Crimson meets Thune, a scavenger, though she would appear to truly be a smuggler. They use Thune's droid, U-THR, to determine (it seems) that Kaj was captured by a bounty hunter named Treytis Prash, who is preparing to send him back to Bwahl. They track down Prash, but in the ensuing confrontation, Prash claims ignorance and Thune reveals that* she *is a bounty hunter, and Crimson has just helped her catch Prash, a known Rebel gunrunner. She was the one whose people captured Kaj, and they are waiting right now for her to take him to Bwahl. Crimson is also now a prisoner, ready to be taken to the Empire and her former lover, Adion Lang, for her escapades aboard the* Kuari Princess *two years ago. Upon returning for Kaj (being kept in a Y-wing), Kaj and Crimson make a daring escape attempt. They manage to knock out Thune and join the Rebel cause with Prash (which they'd been considering anyway). Thune is not as beaten as she seemed, though, and she stabs Kaj as they try to escape. As Kaj tries to keep Thune busy, Prash and Crimson race from Thune's ship, the* Faceted*, and try to escape in the Y-wing, but Prash is killed in mid-stride. Crimson escapes from Thune's minions in the Y-wing, but is soon tracked by the* Faceted *and attacked. The next thing Crimson knows, she's waking up aboard the* Faceted*. Kaj had been left for dead, but managed, with accidental help from U-THR, to kill Thune and take over the ship, rescuing Crimson from damage caused by Thune's attacks. U-THR, happily freed to do good instead of evil, as per his programming, joins with Kaj and Crimson in making the move into fully joining the Rebel Alliance, running supplies and guns in their new ship, the* Faceted*, rechristened the* Starlight Red.*

(***Crimson Bounty***)*

***NOTE: I'd be remiss if I didn't point out one of the many hidden references in this story, co-written by friend and fellow RASSMer, Rich Handley. In a tongue-in-cheek reference to the *Star Wars* newsgroup community we engage in, Rich named the debtor in this story "Rass M'Guy" or "RASSM Guy," which is what Rich is--a rec.arts.sf.starwars.misc newsgroup regular. Ah, you gotta love little references like that.**

- *Travelling aboard the* Devastator*, still technically under Vader's command although he has taken command of the* Executor*, Darth Vader speaks with Imperial Security Bureau officer Sollaine. Vader gives Sollaine, who is jealous of Vader's new ship, command of the* Devastator *in order to hunt down Rebel spies that a recent datafile, which is being decrypted, is supposed to reveal. Elsewhere, General Airen Cracken speaks with his old friend Cryle Cavv. He tells Cavv that the data revealing the spies has been found by Imperials and that Cavv is needed to go to Corulag to evacuate a high-level Rebel spy—Rivoche Tarkin, niece of Grand Moff Wilhuf Tarkin. Cavv is teamed with Quillin Arkell, a Velabri*

Lancer who owes a bloodvow to Cracken. The two travel in the G Cat *to Corulag. Aboard the* Devastator*, the file is decrypted, and, upon seeing Rivoche Tarkin in the file, Sollaine orders the ship to Corulag to take her into custody before Vader can, thus, he hopes, ingratiating himself with the Emperor so that he can take command of the* Executor*. (Talk about delusions of grandeur!) Cavv and Arkell arrive at Corulag to find the planet relatively closed off due to the impending wedding of Rivoche Tarkin (for reasons of access to more info for the Rebellion) to Vastin Caglio, son of Moff Jamson Caglio. They pretend to be coming for the wedding and land. The* Devastator *arrives, but Sollaine is not allowed to land, by order of the absent Darth Vader. Sollaine causes a diversion by destroying a civilian vessel and takes a shuttle of Storm Commandos to the surface. In the palace, Cavv and Arkell meet Rivoche and prepare to escape, just as Sollaine arrives. Cavv uses and explosive "present" to decimate the Storm Commandos and cover their escape. Sollaine survives, but is hell-bent on stopping them. As the Rebels race to the roof of the Royal Galaxy Hotel to meet the* G Cat*, piloted by Cavv's astromech, Sollaine determines their destination and hires bounty hunters to attack them on the roof. The droid informs the Rebels of the situation, and then end up trapped within the hotel. They open a door to see Beylyssa, the bounty hunter, standing outside. Arkell slams the door shut, but Cavv casually opens it. It's not Beylyssa, but Finn Varatha, their back-up, in similar armor. The four Rebels then head for the roof and, against incredible odds, defeat the hunters and escape in the* G Cat*, which is then pursued by Imperial vessels. Unfortunately for Sollaine, Vader has foreseen his behind-the-back maneuvering and brings the* Executor *into the system just right to allow the Rebels to escape, which will be on Sollaine's head. Vader informs Sollaine that "it is over for you." As for the Rebels . . . upon speaking with Cracken again, Varatha and Arkell are surprised to learn that in return for coming out of retirement to help save Rivoche, Cavv asked to be reinstated, along with his special ops team, which will now include its first two new members—Varatha and Arkell.*

(***Small Favors***)

- *T'Charek Haathi is promoted to Major in the Rebel Alliance.*

  (conjecture based on *Special Ops: Shipjackers*)
- *Imperial agent Crix Madine, wishing to defect to the Rebel Alliance soon, sends word of the Dark Trooper project to the Alliance.*

  (conjecture based on *Dark Forces*)
- *As a demonstration of the Dark Trooper project, General Rom Mohc meets Darth Vader over Talay and releases the Dark Troopers, high-end attack droids, on the Rebel's Tak Base on the world. (To be continued below . . .)*

  (***Dark Forces***)
- *As the attack on Tak Base commences, the Rebels on the world attempt to escape. One such escape craft makes it into hyperspace, but not before a Dark Trooper can come aboard and slaughter the crew. The ship exits hyperspace and crashes on Tatooine . . . (To be continued below . . .)*

  (***Sand Blasted***)
- *Five days after the attack on Tak Base, Kyle Katarn is sent by Mon Mothma, along with Jan Ors, to discover the truth behind the attack on Tak Base on Talay. Kyle heads for the base and discovers a broken prototype Dark Trooper weapon, bearing the "M.R." initials of Imperial weapon manufacturer Moff Rebus. He then hunts Rebus down in Anoat City. Upon capture, Rebus is questioned and reveals that the weapons research he was involved in is based on Fest. Madine confirms that Fest is where new alloys are being tested, apparently for the Dark Trooper. Kyle goes to investigate and finds a metal called Phrik, which causes him to head for the source of Phrik, the Empire's Gromas mines, which he subsequently destroys with a well placed explosive after having his first encounter with Phase I Dark Troopers. (To be continued below . . .)*

(***Dark Forces***)

- *Crix Madine's disgust at Imperial atrocities finally pushes him over the edge and causes him to steal a shuttle full of valuable information and defect to the Rebel Alliance. He is en route when . . .*

(Conjecture based on *Darksaber*)

- *Crix Madine is captured by Darth Vader and General Rom Mohc and taken aboard the* Arc Hammer*. He is sent to the Orinackra Imperial Detention Center. Mohc and Vader worry about Kyle Katarns progress against the Dark Trooper project, but Mohc is confident that his new hire, Boba Fett, will take care of Kyle. Kyle and Jan Ors, meanwhile, have studied information Madine supplied earlier and discovered that, after the Gromas mine, the Dark Trooper construction project still involves a robotics facility and an operation aboard the* Arc Hammer*. They make a strike on Orinackra, freeing Madine before escaping. Madine, will have more trouble on his way to the Alliance, but that will be detailed below. To discover the location of the robotics facility, Kyle goes to Ramsees Hed on Cal-Seti and tracks a smuggler back to the facility on Anteevy. Kyle then, true to form, blows up that installation as well, again after encountering a new stage of Dark Trooper, Phase II. Kyle, with a price on his head, then goes to Nar Shaddaa in hopes of discovering Imperial navigation information to lead him to the* Arc Hammer*. He manages to find a few leads, but when he and Jan leave, they are caught by Jabba the Hutt's minions. (Jabba is in league with Mohc.) Jan is imprisoned, and Kyle is fed to Kell dragons. Unfortunately for Jabba, Kyle kills the dragons and saves Jan, escaping with a Nava Card that holds the encrypted* Arc Hammer *coordinates. To decrypt it, they must go to Coruscant, where Kyle infiltrates the Imperial Security Operations building to decode it, collecting his newest toy, a working Dark Trooper weapon, in the process. The information is actually the coordinates for the* Executor*, which meets with the* Arc Hammer *when it comes out of hiding. Thus, Kyle must go to Fuel Station Ergo to hijack a smuggler ship to take to the* Executor *and await the rendezvous with the* Arc Hammer*. When the* Arc Hammer *arrives, Kyle stows away in some cargo and gets transferred to the vessel. Once on the* Arc Hammer*, Kyle faces down various Dark Troopers, while setting charges on the ship. He kills General Moch and escapes in a* Lambda*-class shuttle before the entire* Arc Hammer*, and thus the rest of the Dark Trooper project, is destroyed. Upon returning to the Alliance, Kyle receives a the Star of Alderaan medal for his efforts. Aboard the* Executor*, though, Darth Vader senses that the Force is strong in Katarn, a hint of what is to come for Kyle . . .*

(***Dark Forces***)

- *During a layover on Corellia, Crix Madine is nearly recaptured by the Imperials, but is saved by Rogue Squadron, led by Luke Skywalker, and finally taken to safety.**

(conjecture based on *The Essential Chronology*)*

***NOTE: This event stems from the *Rogue Squadron* video game, but please remember that since the game itself is Apocryphal, only the information printed in *Official* sources is considered part of the Official Continuity. Given that this information was included in the *Essential Chronology*, it is safe to say that at least *this* event occurred, though whether it occurs like it did in the game is anyone's guess.**

- *Tanda Marelle of Galactic Resorts the preparations for a presentation of the opera trilogy known as the Kellea Cycle on Brentaal. (Exact date of report via Galactic Resorts: 38:2:7 i.e. 7 Kelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #13)

- *Sector 242 NewsLine reports that, in response to TriNebulon News correspondent Andor Javin's earlier story giving the Kooroo shrines a secular purpose instead of their attested religious significance to the Fellowship of Kooroo, the Fellowship*

has taken out a contract on Javin for his statements. (Exact date of report via Sector 242 NewsLine: 38:2:9 i.e. 9 Kelona 2 ABY)

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)

- *TriNebulon News reports that the Tombat has struck again, putting his trademark quella stones in dinners being eaten by various investigators pursuing him on Brentaal. (Exact date of report via TriNebulon News: 38:2:12 i.e. 12 Kelona 2 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)

- *On the forest moon of Endor, the starcruiser of the Towani family lies wrecked. The Towani family (Catarine, Jeremitt, Mace, and Cindel) are stranded. When Catarine and Jeremitt vanish, the children are found by the Ewok Deej Warrick. After Mace tries to kill them, the Ewoks subdue him and take both children to the Ewoks' home. There, Cindel and Wicket W. Warrick become friends. Shortly thereafter, the Ewoks kill a beast only to find a life-monitor from one of the Towani parents with the creature. They seek out the Ewok Logray who informs them that the parents have been taken by the monstrous Gorax, who resides in a deserted, dangerous area. A caravan of Ewoks is formed to help the children find their parents. They meet up with a wistie named Izrina and a boisterous Ewok named Chukha before finally reaching the lair of the Gorax. They engage the Gorax in battle, freeing Jeremitt and Catarine, but Chukha is killed. The Gorax is thought destroyed when he is knocked into a chasm, but it takes a final blow from Mace (using Chukha's axe) to kill the creature, who tries to climb back up after them. Thus reunited, the Towanis decide to stay with the Ewoks until they can repair the starcruiser, and Izrina leaves to go back to her family.*

(***The Ewok Adventure: Caravan of Courage***)

- *Having served the Rebel Alliance well, Kyle Katarn comes to lead a group of Rebel guerillas that will come to be known as Katarn's Commandos. Very soon, though, they will come under the command of Page, who will rise from the Rebel ranks around the time of the Battle of Endor and its aftermath..*

(conjecture based on *Star Wars: The Roleplaying Game*--"Dark Force Rising Sourcebook")

- *Kira Lar is promoted to Corporal.*

(conjecture based on *Star Wars: The Roleplaying Game* profile for Kira Lar, found on the Wizards of the Coast website)

Vernost (cancelled video game: LucasArts)*

Vernost (cancelled video game: LucasArts)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Credit Denied (cancelled AJ16 short story: Chris Cassidy & Tish Pahl)*

Credit Denied (cancelled AJ16 short story: Chris Cassidy & Tish Pahl)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Special Ops (AJ short stories: John Beyer & Kathy Burdette)*

Art of Infiltration (cancelled AJ17 short story: John Beyer & Kathy Burdette)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Treasure Hunt (cancelled AJ17 short story: Unknown)*

Treasure Hunt (cancelled AJ17 short story: Unknown)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Chewbacca [continued] (comic series: Darko Macan)

Chewbacca, Part III [flashback] (comic: Darko Macan)

Chapter 6: Wedge—"A Pilot's Anecdote" [flashback]

Shadow Stalker (comic: Ryder Windham)

Shadow Stalker (comic: Ryder Windham)

Classic Star Wars [continued] (comic trilogy: Archie Goodwin)

Classic Star Wars: The Rebel Storm [continued] (comic series: Archie Goodwin)
Ice World
Revenge of the Jedi
Classic Star Wars: Escape to Hoth (comic series: Archie Goodwin)
Doom Mission
Race for Survival
Tales from the Star Wars Universe [continued] (comic series: Ryder Windham & Mike W. Barr & Henry Gilroy)
Death Star Pirates (comic/SWT8 short story: Henry Gilroy)*
Death Star Pirates, Part I (comic/SWT8 short story: Henry Gilroy)*
Death Star Pirates, Part II (comic/SWT8 short story: Henry Gilroy)*
Death Star Pirates, Part III (comic/SWT8 short story: Henry Gilroy)*
Death Star Pirates, Part IV (comic/SWT8 short story: Henry Gilroy)*
Death Star Pirates, Part V (comic/SWT8 short story: Henry Gilroy)*
***NOTE: When this 5-part *Star Wars Kids* story was reprinted in *Star Wars Tales* #8, it was all as one unit, not in the serialized units.**
Classic Star Wars [continued] (comic trilogy: Archie Goodwin)
Classic Star Wars: Escape to Hoth [continued] (comic series: Archie Goodwin)
Race for Survival [continued]
The Adventures of the Vorsoons [continued] (AJ/TFTE short stories: Angela Phillips)
The Most Dangerous Foe (AJ11 short story: Angela Phillips)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Part V [continued]
Part VI
Part VII
Cynabar's Droids Datalog (AJ short stories: Drew Campbell & Eric S. Trautmann)
Cynabar's Droids Datalog Version 4.7.110 (AJ13 short story: Drew Campbell & Eric S. Trautmann)
Droid Classifications
Droid Personalities
First Degree Droids
Second Degree Droids
Classic Star Wars [continued] (comic trilogy: Archie Goodwin)
Classic Star Wars: Escape to Hoth [continued] (comic series: Archie Goodwin)
The Paradise Detour
A New Beginning
Showdown
The Final Trap
River of Chaos (comic series: Louise Simonson)
River of Chaos, Part I (comic: Louise Simonson)
River of Chaos, Part II: The Path to Honor (comic: Louise Simonson)
River of Chaos, Part III (comic: Louise Simonson)
River of Chaos, Part IV (comic: Louise Simonson)
Splinter of the Mind's Eye (novel: Alan Dean Foster)
Splinter of the Mind's Eye (Novel: Alan Dean Foster)
Chapters 1 – 12
Splinter of the Mind's Eye Comic Adaptation (comic series: Terry Austin)
Splinter of the Mind's Eye, Part I (comic: Terry Austin)
Splinter of the Mind's Eye, Part II (comic: Terry Austin)
Splinter of the Mind's Eye, Part III (comic: Terry Austin)
Splinter of the Mind's Eye, Part IV (comic: Terry Austin)

Star Wars Missions [continued] (youth novel series: Ryder Windham & Dave Wolverton)

Star Wars Missions, Cycle IV (youth novel series: Dave Wolverton)
- Prisoner of the Nikto Pirates (youth novel: Dave Wolverton)
  - Preliminary Mission
    - Chapters 1 – 2
  - Mission Briefing
  - Your Mission: Prisoners of the Nikto Pirates
  - The After-Mission
- The Monsters of Dweem (youth novel: Dave Wolverton)
  - Preliminary Mission
    - Chapters 1 – 4
  - Mission Briefing
  - Your Mission: The Monsters of Dweem
  - The After-Mission
- Voyage to the Underworld (youth novel: Dave Wolverton)
  - Preliminary Mission
    - Chapter 1
  - Mission Briefing
  - Your Mission: Voyage to the Underworld
  - The After-Mission
- Imperial Jailbreak (youth novel: Dave Wolverton)
  - Preliminary Mission
    - Chapters 1 – 3
  - Mission Briefing
  - Your Mission: Imperial Jailbreak
  - The After-Mission

Classic Star Wars: A Long Time Ago . . . (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)

- The Long Hunt (comic: Chris Claremont)*
- A Duel of Eagles (comic: Chris Claremont)*

***NOTE: This story (*The Long Hunt* is the first part, with *A Duel of Eagles* the second) first appeared under the same names as the first annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

- What Ever Happened to Jabba the Hut [sic]? (comic: Archie Goodwin)*

***NOTE: This story first appeared under the same name as issue #28 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity. You can find my explanation for Jabba's insanely different appearance above in this section's events.**

- Riders in the Void (comic: Archie Goodwin)*

***NOTE: This story first appeared under the same name as issue #38 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

Sand Blasted (SWT4 short story: Kilian Plunkett)

Sand Blasted (SWT4 short story: Kilian Plunkett)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Dark Forces [continued] (video game: Justin Chin)
- Talay: Tak Base
  - Cutscene II
  - Mission II: Talay: Tak Base--"After the Massacre"
- Anoat City
  - Mission III: Anoat City--"The Subterranean Hideout"
- Research Facility
  - Mission IV: The Planet Fest--"Imperial Weapons Research Facility"

Gromas Mines
Cutscene III
Mission V: Groma Mines--"The Blood Moon"
Cutscene IV
Detention Center
Cutscene V
Mission VI: Imperial Detention Center, Orina Ckra--"Crix Madine's Fate"
Ramsees Hed
Mission VII: Ramses Hed Docking Port, Cal-Seti--"Deadly Cargo"
Robotics Facility
Cutscene VI
Mission VIII: Robotics Construction Facility, Anteevy--"Ice Station Beta"
Cutscene VII
Nar Shaddaa
Mission IX: Nar Shaddaa, The Vertical City--"The Death Mark"
Jabba's Ship
Cutscene VIII
Mission X: Jabba the Hutt's Ship--"Jabba's Revenge"
Cutscene IX
Imperial City
Mission XI: Imperial Center, Coruscant--"The Imperial Mask"
Fuel Station
Mission XII: Imperial Fuel Station, Ergo--"Smuggler's Hijack"
The Executor
Mission XIII: The Executor--"The Stowaway"
The Arc Hammer
Cutscene X
Mission XIV: The Arc Hammer--"The Dark Awakening"
Cutscene XI

The Adventures of Celia "Crimson" Durasha [continued] (AJ short stories: Charlene Newcomb & Rich Handley & Peter Schweighofer)
Crimson Bounty (AJ14 short story: Charlene Newcomb & Rich Handley)
Small Favors (AJ12 short story: Paul Danner)
Small Favors (AJ12 short story: Paul Danner)
The Ewok Adventure: Caravan of Courage (telemovie: Bob Carrau & George Lucas)
The Ewok Adventure: Caravan of Courage (telemovie: Bob Carrau & George Lucas)

3 - 3.3 ASW4

- *Brema News reports a massive exodus in preparation by the Pinacists in the Brema sector. It is currently unknown as to whether or not Moff Malcom will intervene to stop Von Doobba and his followers from leaving the sector. (Exact date of report via Brema News: 38:3:18 i.e. 18 Selona 3 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)
- Nal Hutta Kal'tomak *reports the destruction of the shadowport smuggler enclave on the moon of Syvris by the Imperial Death Squadron. (Exact date of report via* Nal Hutta Kal'tamok*, Basic Edition: 38:3:31 i.e. 31 Selona 3 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #13)
- *A Rebel named Garve meets with fellow Rebel Colonel Phlik in Chalmun's Cantina. He tells Phlik about a mission he went on for the Empire to Jellyfish Cove. He was hired to go there and work at the local Imperial station, only to be told not to go*

out at night or into the fog. He soon learned that the fog brought with it strange creature that could appear as female humans, but then become life-sucking semi-solid creatures that would kill any humanoid near for sustenance. When he witnessed some new arrivals get attacked, he realized that the planet was a penal colony. He managed to kill the Imperial guards on the base, steal their pay, and escape in one of the Imperial prison ships, bringing with him a load of former Imperial prisoners, ready and willing to join the Rebel cause under Phlik's command.

(***Tales from Mos Eisley: Light Duty***)

- *In Chalmun's Cantina, Tem Chesko and Bezzem sit and share a drink and stories. Tem tells Bezzem of how it took him 71 years to reach Tatooine from Cirus II. He had been on a mission for a mining company when his ship's drives were damaged. After spending several years alone, thinking of his lover, Maia, and going semi-insane and , he found a service droid (MILL-247-EE, which he called "Millie"), and finally had a companion. As time when by, he tell Bezzem, he and Millie became close and she seemed to even love him, at least as much as a droid can. When he turned 86 and was about to die, she saved his life by giving her power core to him as an artificial heart. Shocked, Bezzem can only watch as Tem opens his jacket to reveal Millie's power core in the center of his chest.*

(***Tales from Mos Eisley: Mostly Automatic***)

- *Leaving Chalmun's Cantina for some peace and quiet, Sam Heggs discovers Jeet Travis, a bounty hunter, drinking Vascheah Rye, which Heggs offers to trade grumph eggs for. When Jeet refuses to believe that any human could survive to steal a grumph egg, Hegg shows one to him and tells him how he came by the eggs. A short while earlier, he had been on a frozen planet and discovered the eggs. After consulting a guidebook, he learned that grumphs hibernate in winter, which meant he was safe until a thaw. He then saw an entire area that was thawed, lush jungle. He saw a young man being attacked by a grumph, and soon realized (by dumb luck, basically) that he was witnessing a portal in time (yes, the* only *known time travel tale in* Star Wars *history). He ran back into the frozen "present" and destroyed every egg he could find until the grumph chasing the young man vanished, and the portal in time closed. Heggs realized, based on the young man's knapsack that he was witnessing a younger version of* himself *battling the grumph, and by saving the young man, he believes he saved himself. When Jeet points out that it makes absolutely no sense for destroying an egg in the* present *could cause a beast in the* past *to never be born, Heggs simply replies "Beats me," and downs the last of Jeet's rye.**

(***Tales from Mos Eisley: Heggs' Tale***)*

***NOTE: Of all of the Official Continuity comics Dark Horse has produced, *Tales from Mos Eisley* has been regarded by many (well, those who actually realize it exists at all) as the absolute weakest of the lot. *Heggs' Tale* takes the cake within the comic, though. This is, to date, our first and *only* look at time travel in the *Star Wars* universe (assuming Hegg wasn't just drunk off his ass and making it all up). It appears that whatever phenomenon Heggs encountered caused him to be able to walk from the "present" into a "past" that never actually happened. Once there, he could walk around in the "past" like normal, but he passed through solid objects like a hologram, and could be heard, but not *seen* by the people in the "past." Also, time seemed to work in a completely backwards fashion. Heggs destroys a grumph egg in the *present* in order to cause a creature in the *past* to never have been born. For this to make any logical sense, the creature would have to either exist in complete temporal reversal of how everything else does (i.e. "time's arrow" points the opposite direction, akin to one of Stephen Hawking's theories), or the egg would somehow have to have been transported into the past from a point *after* Heggs' "present" to a point *before* the young Heggs' encounter with the creature. At any rate, the story pretty much sucked, but at least now we can say that time travel *does* exist in *Star Wars*, albeit in a highly idiotic manner. (Let's just hope that the events Heggs experienced were a fluke. I'd hate to see a Del Rey arc using this kind of time travel.)**

- *The* Hopskip *(with crew Haber Trell and Maranne Darmic) is carrying supplies and two Rebels (Riij Winward and Rathe Palror to Derra IV. En route, they are taken aboard the Imperial Star Destroyer* Admonitor *to see Captain Niriz. Niriz forces*

them to take on a mission for the Empire—a little "side trip" to Corellia in exchange for being allowed to continue on their way. Their cargo is unloaded and replaced with a new cargo of 200 sleight *boxes, and a new member joins them—Jodo Kast. At least they think it is Jodo Kast. In reality, it is Admiral Thrawn, who is undertaking a special mission to Corellia. They all head for Corellia on the* Hopskip *and Jodo Kast/Thrawn has them attempt to contact their supposed buyer, Borbor Crisk (local Black Sun head Zekka Thyne's rival), at an incorrect booth on Treasure Ship Row, alerting Zekka Thyne to their presence. They are noticed by Hal and Corran Horn of CorSec, who manage to help the group out during a bar fight, thus joining the team to discover their motives. Later, Kast/Thrawn has Corran, Maranne, and Riij stay with the ship while he, Rathe, Hal, and Haber go to where the incorrect shopkeeper said they should meet their Crisk contact. It was a setup, though, and Kast/Thrawn allows the other three to be taken by Black Sun goons. The prisoners are taken to Thyne's base, while Kast/Thrawn returns to the others. Meanwhile, Maranne, Corran, and Riij have popped open the only two* sleight *boxes with broken seals to discover that they contain uncut durindfire gems (a fortune worth) and spice. When Kast/Thrawn returns and informs them of the others' capture, he and Corran prepare to go to Thyne's fortress to bargain for the others. Corran has Maranne and Riij take the two boxes they had opened and store the rest at a storage facility (that Kast/Thrawn notes as they pass by on their way to Thyne's, despite Corran's attempt to look casual as they pass by). Elsewhere, Colonel Maximillian Veers speaks with Corellia's Imperial liason officer, Kirtan Loor, about a tip he received regarding Rebel activities in Zekka Thyne's fortress. He intends to strike the fortress soon, based on this information. At Thyne's base, Kast/Thrawn and Corran meet with Thyne. Kast/Thrawn turns Corran over to him, tells him about the others taking boxes to the storage facility, tells Thyne that Haber and Rathe are Crisk-paid assassins, and that Corran and Hal are just buffoons pulled in on it. Corran is placed in a holding cell with Hal, right next to one holding Rathe and Haber. Before leaving, he slips the Horns a molecular stiletto, which will allow them to escape. And escape they do. They make their way up to Thyne's main room, where Kast/Thrawn helps them defeat Thyne's henchmen, while Thyne escapes. While Kast/Thrawn leaves and Rathe and Haber make their escape, Corran and Hal hunt down Thyne, finally capturing him when Hal stuns him while he's holding Corran hostage. Once outside, Hal and Corran speak with Veers, who is leading an Imperial raid on the fortress. They "invite" Veers to help them clean out the "Rebels" inside, which allows Veers and his men to stomp Black Sun's Corellian operation flat. Elsewhere, Riij and Maranne are attacked by Thyne's goons sent to get the boxes, but are saved when Haber and Rathe arrive. Finally, the two Rebels and two smugglers escape on the* Hopskip *with a datacard from Kast/Thrawn and the two opened boxes. The datacard thanks them for their help and informs them that the spice and gems are fake, and the other boxes were empty. The card's imprint will prove to Niriz that the mission was accomplished and they will be allowed on their way. A short time later, the* Hopskip *has returned to the* Admonitor *and picked up its crates of "sausages" (covering weapons for the Rebels). As they leave, Thrawn speaks with Niriz as Darth Vader arrives and joins them. Thrawn's plan has been a major success. With his planning, Black Sun has taken a major blow, which was Vader's wish. The Rebels are now carrying a homing device which will lead the Empire to the Rebel base in the Derra system. Veers is suggested by Thrawn for promotion to the rank of General and assignment as head of the* Executor *ground forces. And in return, Vader has given Thrawn command of the Noghri. The mission has been profitable all around. Thrawn orders Niriz to return them to the Unknown Regions.*

(***Side Trip***)

- *The "Hammers" Elite Armor Unit is pulled from active duty for retraining and reorganization.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *Medtech Industries declares bankruptcy shortly after moving its headquarters to the Deep Core.*
  (conjecture based on *Look Sir, Droids!*)
- *TriNebulon News reports that riots on Lenthalis have led to martial law being imposed throughout the Spirva sector, under orders from Moff Shinda. Imperial forces within the sector have been sent to quell the unrest. (Exact date of report via TriNebulon News: 38:4:7 i.e. 7 Telona 3 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #14)
- Nal Hutta Kal'tamok *reports that the Imperial Death Squadron has apparently not been reported as seen since the attack on Syvris. (Exact date of report via* Nal Hutta Kal'tamok*, Basic Edition: 38:4:15 i.e. 15 Telona 3 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #14)
- *The planet Somavva is the first to report to the Independent Trader's Infonet that the Empire is boarding free-traders' ships.*
  (conjecture based on *The Official Star Wars Adventure Journal* via *TimeTales*, abridged)
- *Taking a breather from smuggling to eat at Feyodor's Tavern, Drake Paulsen and Nikaede are approached by Padija Anjeri, and anthropology student. Feyodor has recommended them to her, and she wants them to help get her, two others, and a crystal Twi'lek skull off of the planet. The skull belongs to a primitive Twi'lek tribe, and they will not make important political decisions (like joining the Rebel Alliance, which Padija is a part of) without the skull present. She offers 30,000 credits, which Drake can't turn down, so they go to meet Padija's comrades. They come across her mentor, Dr. Maa'cabe, as Imperials kill him. The other Rebel, Colonel Tyneir Renz, is missing. The smugglers and their new client race toward a smuggler hideout that Drake's father used to use, only to find Imperials chasing them. Upon arrival, the hideout is no safe. Renz has found it. Renz is a Jedi and is wounded, but puts up a good fight. Luckily, between the smugglers and the Rebels, they defeat the Imperials. That is when Padija, who has taken a liking to Drake, reveals that Renz is her father. Together, they get to the hidden* Steadfast *and escape with the skull, taking it to Derora and the Rebel base there. Shortly thereafter, Renz is part of a ceremony formally returning the skull to the Twi'lek clan and bringing them into the Alliance, the first step toward a hopeful Alliance pact with all of Ryloth in the future. Drake and Nikaede must leave for the rest of their "vacation" and prepare for new jobs, but both he and Padija hope their paths will cross again.**
  (***Idol Intentions***)*

***NOTE: I know that the bio for Drake with this story says he is 17, which would put this at the same year as *A Bitter Winter*, but that bio is apparently a copy of the earlier bio, since the story itself specifically states that Drake is 19 at this point.**

- *Arriving on Byblos on business, smuggler Crimson Durhasa is arrested by Imperials, but has time to signal her droid, U-THR for help. The droid manages to exit their ship, the* Starlight Red*, and track down Crimson. The two then make their way past Imperials and a locked-down docking bay before blasting off to freedom in the* Starlight Red*. U-THR has saved the day.*
  (***Crimson Jailbreak***)
- *After finally getting the Rebel base on Hoth (built as an expansion of a smaller base set up by the Mon Calamari smuggler named Salmakk) up and running, Major Kem Monnon writes a summary of the process the Rebels used to turn the*

frozen world into a suitable base. At about the same time, employees of Durga the Hutt's Orko SkyMine Corporation submit a report outlining the mining opportunities to be had in Hoth's asteroid belt, but also mentions an incident when two mining droids mined each other*, thus destroying themselves. The employee is soon executed, or so we are to believe.*

(***The Illustrated Star Wars Universe: Hoth Entry***)

- *Core News Digest reports that the Brentaal League of Guilds has declared a Landmark Holiday to celebrate a record week of commodities trading. (Exact date of report via Core News Digest: 38:4:21 i.e. 21 Telona 3 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #14)

- *Cynabar's InfoNet reports an update on smuggler activity. Tru'eb has been making a killing in the Spirva sector. Basz Maliyu has left the Outer Rim for the Colonies. Han Solo is still underground. Platt Okeefe had attended the premiere of the Kallea Cycle on Brentaal. Bryce-Kelley and Rypka have made their annual sojourn to Ryloth. (Exact date of report via Cynabar's InfoNet: 38:4:31 i.e. 31 Telona 3 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #14)

- *Mitth'raw'nuruodo (AKA Thrawn) is promoted to Grand Admiral.**

(conjecture based on *Specter of the Past*)*

***NOTE: I had placed this item before *Side Trip* earlier, but now I'm convinced, based on *Command Decision* and reviewing my old Thrawn notes, that Thrawn must've been promoted between showing up as Admiral in *Side Trip* and Grand Admiral in Soontir Fel's flashback to the aftermath of Derra IV. *The Essential Chronology* confirms on page 59 that Thrawn was a Grand Admiral when he took down Zaarin's coup, instead of being promoted as a *result* of the affair as suggested in the Apocryphal *TIE Fighter*. Of course, the EC then goes on to completely reverse its stance and go with the *TIE Fighter* version of events on page 72. Only the former makes sense, given the surrounding Official materials.**

- *Councilman Po Ruddle Lingsnot of the Exex on Bespin writes a glowing report of life on Bespin to attract visitors. He describes much about the general workings of Cloud City and the history of the planet. Most ironically, he mentions that Bespin's neutrality in the Galactic Civil War is working out well . . .*

(***The Illustrated Star Wars Universe: Bespin Entry***)

- *Imperial Defense Daily reports that Arakyd probe droids will soon be seeing wider use. (Exact date of report via Imperial Defense Daily: 38:5:6 i.e. 6 Nelona 3 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #14)

- *Core News Digest reports that Brentaal Governor Jerrod Maclain has been placed under investigation after making large financial gains during Brentaal's landmark trading week. Rufaan Tigellinus is to head the investigation. (Exact date of report via Core News Digest: 38:5:11 i.e. 11 Nelona 3 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #14)

- *Cynabar's InfoNet reports that Lando Calrissian has resurfaced as Baron-Administrator of Cloud City on Bespin. (Exact date of report via Cynabar's InfoNet: 38:5:20 i.e. 20 Nelona 3 ABY)*

(conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars*

Adventure Journal #14)

- *A Rebel escort group travels with Walex Blissex to Cloud City to meet with Dr. Issan Len and escort him and his X0-X1 prototype droid to the Alliance. No sooner do they enter Bespin's atmosphere, however, then cloud cars try to destroy*

them!! A close look reveals that droids (?!?) are flying the cars. After shooting the cars down and landing, the Rebels race to Len's lab – only to be blocked by a security droid. After a protracted battle, the Rebels finally reach Len's lab – only to hear the scientist be shot to death behind a sealed door. They can't find any sign of the killer anywhere – and there was only one way in and out of the lab! Just as the Rebels find the real culprit – a reprogrammed protocol droid(?!?) – Lando Calrissian and the city guards tear in and arrests them for Len's murder!! Lando's not stupid – he realizes the Rebels probably aren't the killers. But his hands are tied by political considerations. He gives the Rebels 24 hours to find Len's real murderer, or stand trial in that person's place. The Rebels' first stop: Bioniip Labs, home of Len's assistant Dr. Vreen. The receptionist droid there tells them that the reprogrammed protocol droid is owned by Lira Wessex – Walex's evil daughter. The droid directs them to the Royal Casino, where Lira is participating in a sabacc game. As they confront Lira, the casino suddenly starts going crazy – sabacc cards changing into a nightmarish image, droids shorting out – and then a labor droid rushes in and tries to kill everyone! Lira escapes as the Rebels fight the droid and destroys it – finding proof at the same time that it came from Bioniip. Every door into Bioniip is now sealed, and the Rebels are forced to break in. Fighting droids all the way through, they make it to the labs…. to find Vreen and five other scientists half converted into droids. It seems their mystery enemy (and Len's killer) is not Vreen at all – it's the prototype droid, X0-X1!! And X0, in an attempt to improve Cloud City's efficiency (it was secretly reprogrammed by Vreen to turn Cloud City into a weapons platform), has designed "evolution droids" to turn people into droids! At that point, X0 releases the "evolution" virus into the room, infecting some of the Rebels. Working with the Vreen-droid, Blissex reengineers the viral mini-droids into a poison to destroy X0. As he finishes this, every light in Cloud City goes out…Vreen directs the Rebels to a forger he gave the plans of X0 to – a woman named Bellum. Fighting through droids all the way there, they get some hints as to X0's location from her. But the data box that can find X0 has been stolen – by Lira! As they find this out, a droid shoots Bellum from behind, killing her instantly. The Rebels make their way to Lira's ship, but Lira puts every thug at her service between her and the Rebels and flees into the city. Using borg implants in her skull, Lira gets the location of X0 from the data box. Nearly blown off a ledge by high winds, Lira throws the data box to the skies and offers the Rebels a deal – she'll help them in return for them letting her live. She leads them deep into Cloud City's computer core, where X0 has set up shop. Fighting their way through several traps and ambushes, the Rebels are jumped from behind – Vreen is now entirely a droid and under X0's control. The Rebels, some of whom are nearly droids themselves now, are forced to destroy Vreen. When they reach X0, they learn only minutes remain – the droid is ready to release the evolution virus through the air circulation system of the entire city! Blissex decides on a desperate gambit – shut down the computer core (unfortunately shutting down the city's repulsorlift engines as well) and destroy X0 before the falling city is crushed. The Rebels, against all odds, manages to pull that off. With only 27 seconds left, the city is safe. Then Lira puts a blaster to her father's head as her thugs run in. But then city guards run in as well, surrounding the whole bunch – and finally Lando and Lobot comes in. Lando forces Lira out of the city and cheerfully drops the charges against the Rebels.

(***Crisis on Cloud City***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*. I have placed it here, instead of where he has it located, based on Lando being on Cloud City.**

- *A Rebel group is enjoying a vacation on the Ithorian herd ship Bazaar – until a terrified man runs into them, pursued by an assassin droid out to kill him. Despite their best efforts, the droid, XS3, manages to fatally wound the man, Hanos Darr and escape. In his dying gasps, the miner Darr scratches a message in the dirt - "Kamiroz." The Rebels begin searching the herd ship for him, only to find him*

mortally wounded by assassins as well. But before he loses consciousness, he relates a message meant for Princess Leia Organa and the Rebellion; the Royal Palace of Alderaan has been discovered fully intact within the asteroid ruins of that planet, now known as "The Graveyard." It is possible that within the sealed palace may be Bail Organa and the rest of the royal family – alive!!! As the Rebels arrive at what's left of Alderaan, a large ship suddenly appears from out of nowhere, which they very nearly hit. It's an Alderaanian War Frigate from the time of the Clone Wars. And it jumps into hyperspace before they can do anything. They continue on to Mining Outpost 11 to confirm Kamiroz's story. The miners there (all Imperial agents) harass and test the miners, trying to determine if they are the Heroes of Yavin. Imperial Security Bureau agent Dal Rogos, unaware of the miners' identities, tries to capture the Rebels himself. In the outpost's computer, they find confirmation that Bail Organa is alive – and a message to Darth Vader to bring in the fleet, as Skywalker and his friends are here! The Rebels race off the outpost and into the Graveyard. They fly to an asteroid that has apparently been converted to a base… No sooner do they enter than stormtroopers jump them and the entrance to the asteroid is sealed off. A holoimage of Vader appears, meant for Luke, Han and Leia. It appears all of this was just another of Vader's traps for them. The Rebels are locked in until he arrives. They run deeper into the asteroid, into what appears to be the Royal Palace (or at least part of it). They encounter "ghosts" (or rather, holoimages of ghosts) intended to psychologically torture the heroes of Yavin. Then they find an old man named Orinn Tathis, who was a member of Alderaan's Council of Elders. He intends to help Leia and the Rebellion by revealing Alderaan's "greatest gift – and its greatest shame." It seems the Frigate they've been seeing, the Another Chance*, is filled to the brim with all the weapons Alderaan gave up decades ago. It's been in hyperspace all that time, awaiting a summons home in times of war – a summons that never came. He leads them to a hidden hangar which contains a Skipray Blastboat - an escape vessel for the Royal Family. They fight through TIEs as Tathis works on a "last-hope" homing beacon to bring the* Chance *to them. It arrives, and they board it as the Imperial fleet shows up and sets up a blockade around the system… The Rebels race against time to gain control of the ship, fighting past its' automatic defenses at the same time. As they gain control, the* Millenium Falcon *arrives, as does Vader's shuttle. The* Chance *plows into the Imperial blockade, convincing the Heroes of Yavin to beat a hasty retreat. The* Chance *follows it into hyperspace, joining the Rebellion with all the armaments of Alderaan with them. The Alliance has just gained a badly-needed advantage in the war…*

(***Graveyard of Alderaan***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A black vessel descends through the polluted atmosphere of Ord Mantell, a lone figure disembarks after the Corellian transport lands. Many locals flee when the catch a glimpse of the solitary person, a Nalrithian bounty hunter named Cypher Bos. Cypher has come to speak to a Chandra-Fan named Baajik, a secret double agent for either the Rebels or the Hutts, whichever side serves his immediate needs. A robed figure watches Cypher Bos walk down the street to the Drunken Bantha, the only place worth travelling this far for. The robed figure, a Rebel, is shocked to see his own agent sell him out to Cypher Bos. The Rebels hood falls away to reveal that he too, is a Nalrithian, the same insectoid species as Cypher Bos. Nalrithians, who share a mental link between eggmates, allows them to think and act at a limited range no more than a dozen meters. Phoedris Bos, the Rebel, has managed to suppress his thought link until realization strikes to the fact that he is being sold out, and one powerful thought of "No1" reverberates across the Drunken Bantha. Cypher detects his egg-brother, and pursues him, eventually killing him. Cypher Bos takes the place of his egg-brother, and*

infiltrates the Rebellion. Baajik, the Chandra-Fan returns to the Rebel base, and notices something awry due to his heightened senses, and confronts Cypher, but Cypher shoots him down.

(***Double Cross on Ord Mantell***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The young Bothan Bie Breil'lya watches a vid message from a hooded Twi'lek. In the middle of the recording, Bie hears the unmistakable clicking sound of a safety being removed from a blaster by a armored figure half hidden in the shadows. "You are Bie Breil'lya, of the clan Alya." Bie raised his hands, his fur rippling staccato – fashion to show his panic. "I can double the bounty you've been promised. My family's wealthy. I'll give you anything to let me go!" "Indeed you will" Blue energy enveloped the Bothan. Bie awoke from unconsciousness to discover that he had been propped up in a chair, his hands restrained by wristbinders. Bie looked upon his attacker, dressed in the armor of an Imperial Stormtrooper, except his helmet had been removed, revealing a horribly scarred face. Bie is taken aboard a ship where he discovers that the bounty hunter has given him to a Bimm. Bie is being used as bait, so other bounty hunters will come after Nariss Siv Loqesh, the mysterious bounty hunter in the stormtrooper uniform. Nariss has a deep hatred for other hunters. Some time later, Nariss turns down Darth Vader's request to hunt Han Solo and Leia Organa. He disappears soon after that.*

  (***Hunting the Hunters***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Talon Karrde survives an intricate assassination scheme by one of the lieutenants in Jorj Car'das' former smuggling organization.*

  (conjecture based on *Vision of the Future* via *TimeTales*, verbatim)
- *Rutralli Optor, the leader of a team of hijackers, commandeers the passenger liner* Telgordo's Pride *in the Trax sector. Optor was unusually belligerent and perceptive for a Mon Calamari.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Gamemaster Kit" via *TimeTales*, verbatim)
- *Kell Tainer becomes infatuated with Tuatara Lone, a beautiful holo-actress on Sluis Van, where he lives and works as a mechanic. He will be obsessed with her for three years, when he'll find out that she's happily married with kids of her own.*

  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)
- *A Rebel base on Nentan is discovered by the Empire. Barely two months old, the base begins a hasty evacuation – but it is filled to bursting with civilians looking for passage to Rebel safeworlds. As General Carlist Rieekan continues the evacuation, Captain Bren Derlin sneaks past the invading Imperials' enemy lines and captures an Imperial transport which he uses to evacuate the remaining Rebels and civilians right under the Imperials' noses. Derlin is promoted to Major as a result, and assigned to the then-under-construction Hoth base with Rieekan.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 5: The Empire Strikes Back" via *TimeTales*, verbatim)
- *Emperor Palpatine places Grand Vizier Sate Pestage in charge of the day-to-day running of the Empire, as he becomes more and more involved in Dark Side studies.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, abridged)
- *An alien named Ap Kormar begins to play center for the Shockball team, Quent Assassins. After the Assassins defeated the Shad Furies 21-20 in a match in Imperial City, Ap was attacked and beaten to death by seven humans who claimed to be Furies fans. In reality, the seven were Imperial supporters, working for a distant Moff, who killed Ap as an example to other Alliance sympathizers. His death was nearly prevented by Ytavarg Aleema, but Aleema arrived too late*

to save Kormar. In anger, Aleema used his shockball equipment to kill the seven attackers.

(conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Rebel Operatives" via *TimeTales*, verbatim)

- *M-3PO (AKA Emtrey) is assigned to Lieutenant Losca, in the Quartermaster Corps, based at the planet Hoth. Losca had to work hard to try to build up stores after the losses at Derra IV and she wasn't having much luck. At that point in time, the defeat made things look bad for the Rebellion, so resources began to dry up. Lieutenant Losca was getting killed at negotiations and wasn't getting the job done to her or Alliance Command's satisfaction. She wanted to create a database that would allow her to function like a commodities trader, but computer resources were limited and tied up coordinating things like defenses. Apparently the Alliance leadership wasn't too high on the idea of becoming a commodities exchange, so they forbade her from doing anything that ambitious and urged her to keep doing what she was doing. The Hoth base was supposed to be a top secret, and the opinion that setting it up as some sort of market – place would have led to it's discovery. Lieutenant Losca appeared to think that without some sort of trade, the Rebellion would run out of supplies. The base would remain hidden, but be out of everything that made it possible to rebel. In desperation she had some techs cobble Emtrey together out of spare parts. She sliced some commodities brokering code together and burned it into some chips that were implanted into Emtrey. The brokering chips gave him a second personality that operates without the normal 3PO personality being aware that it exists. The scrounger can be brought to the fore by asking it to scrounge something, or telling it to "shut up." When the latter technique is used, the droid becomes a simple data terminal that gives access to all its data.*

  (conjecture based on *Wedge's Gamble* via *TimeTales*, verbatim)
- *Admiral Hiram Drayson and Joi Eicroth, a scientist, begin a romantic relationship that they keep secret.*

  (conjecture based on *Tyrant's Test* via *TimeTales*, verbatim)
- *Booster Terrik is released from the Kessel prison complex after his five-year jail term is completed.*

  (conjecture based on *The Bacta War* via *TimeTales*, verbatim)
- *The planet Asher III, an Alliance maintained staging base, is tracked down by the Empire and destroyed.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Stock Ships" via *TimeTales*, verbatim)
- The *Human Events Network reports that the Kallea Cycle will now be touring the Core Worlds and Colonies. (Exact date of report via Human Events Network: 38:5:25 i.e. 25 Nelona 3 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #14)
- *Corporal Maer is assigned by Echo Base to work as a tauntaun handler.*

  (conjecture based on *Jedi Knights Trading Card Game* via *TimeTales*, paraphrased)
- Herglic Trading Journal *reports that Ororo Transportation and Xizor Transport Systems have both had amazing profit increases in recent months. (Exact date of report via* Herglic Trading Journal*, Basic Edition: 38:6:2 i.e. 2 Helona 3 ABY)*

  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #14)
- *Shortly before the Battle of Hoth, Luke Skywalker and Dack Ralter discover a dianoga in the waste system of a transport. The dianoga was allowed to stay, so long as he didn't get in the way.*

(conjecture based on *The Essential Guide to Alien Species*)

- *On Aruza, Dengar carries out a hit on COMPNOR's General Sinick Kritkeen, whom he has been paid to kill by the locals Kritkeen has been subjugating and turning over to Imperial Redesign. One local, Abano, pleads for the life of his daughter, Manaroo, and Kritkeen orders her brought to him. Before she can arrive, Dengar kills Kritkeen. Manaroo arrives and he agrees to take her off of the planet. He drops her off on a backwater planet before continuing on to Toola, where he makes a contact and joins the Rebellion. He knows that this could lead him to the object of his hatred, Han Solo, which is why he's been killing COMPNOR officers—to prove his anti-Imperial sentiment so the Rebels would take him in. He receives nav-coordinates to Hoth. (To be continued below . . .)*

(***Payback: The Tale of Dengar***)

Tales from Mos Eisley [continued] (comic: Bruce Jones)

Tales From Mos Eisley [continued] (comic: Bruce Jones)

Light Duty

Mostly Automatic [continued]

Hegg's Tale

Side Trip (AJ/TFTE short stories: Timothy Zahn & Michael A. Stackpole)

Side Trip, Part One (AJ12/TFTE short story: Timothy Zahn)

Side Trip, Part Two (AJ12/TFTE short story: Michael A. Stackpole)

Side Trip, Part Three (AJ13/TFTE short story: Michael A. Stackpole)

Side Trip, Part Four (AJ13/TFTE short story: Timothy Zahn)

The Adventures of Drake Paulsen [continued] (AJ short stories: Patricia A. Jackson)

Idol Intentions (AJ12 short story: Patricia A. Jackson)

The Adventures of Celia "Crimson" Durasha [continued] (AJ short stories: Charlene Newcomb & Rich Handley & Peter Schweighofer)

Crimson Jailbreak (AJ5 short story: Peter Schweighofer)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

Hoth Entry

Planet Section

Asteroid Belt

Incident Report

Bespin Entry

Bespin's Industrial Investment Opportunities--Tap Into a Fountain of Wealth

Natural Wonders--Exotic Life in the Clouds

Cloud City--The Silver Lining of Bespin's Clouds

Ugnaughts--An Efficient and Enthusiastic Workforce Ready to Serve Your

Needs

Recreation Opportunities--A Place to Play, a Place to Relax

Crisis on Cloud City (RPG: Christopher Kubasik)

Crisis on Cloud City (RPG: Christopher Kubasik)

Graveyard of Alderaan (RPG: Bill Slavicsek)

Graveyard of Alderaan (RPG: Bill Slavicsek)

Double Cross on Ord Mantell (SWGM5 short story: Mike Mikaelian)

Double Cross on Ord Mantell (SWGM5 short story: Mike Mikaelian)

Hunting the Hunters (SWGM6 short story: Bill Smith)

Hunting the Hunters (SWGM6 short story: Bill Smith)

Payback: The Tale of Dengar (TOTBH short story: Dave Wolverton)

Payback: The Tale of Dengar (TOTBH short story: Dave Wolverton)

One: The Rage

3.3 ASW4

- *At Darra IV, a supply convoy bound for the Rebel base on Hoth is attacked. The attack is orchestrated by Thrawn and carried out by Captain Needa's Imperial Star Destroyer* Avenger *and its compliment TIE squadrons, including Soontir Fel. The attack destroyers Commander Narra's Renegade Squadron and the rest of the Rebel convoy. On Hoth, the Rebels are informed of the convoy's destruction, and, although it is a bad way to earn a promotion, Narra's absence gives Rieekan the chance to promote Luke Skywalker to Commander. Shortly thereafter, the* Avenger *enters the Hoth system and dispatches probe droids to search for Luke Skywalker and the Rebel Alliance. On Hoth, Luke Skywalker and Han Solo are on patrol and about to head back when Luke is attacked by a wampa ice beast. Back at the Rebel's Echo Base, Han informs General Carlist Rieekan that he will be leaving the Alliance to pay off Jabba the Hutt. Leia Organa is flustered by this, but the two still do not admit to true feelings for each other. Later, after Luke has not reported in at his scheduled time, Han enters the deadly Hoth night to find him. Luke has, in fact, escaped the wampa, using the Force to reclaim his lightsaber and killing the creature. In a delirium on the frozen plains, he sees a vision of Obi-Wan Kenobi telling him to go to Dagobah and learn the Jedi ways from Jedi Master Yoda. Han finds him and they take shelter for the night. In the morning, Rogue Squadron (minus their leader, Luke) finds them and Luke is nursed back to health. A probe droid finds Echo Base and destroys itself while Han tries to destroy it. The* Avenger *(and its brethren) arrive in orbit and AT-ATs (led by General Veers) head for the surface. The Rebels put up a valiant effort in T-47 snowspeeders and with ground forces until finally retreating in full force from the base. Han, Leia, Chewie, and C-3PO escape in the* Millennium Falcon*. Luke, his T-47 destroyed, rejoins Rogue Group at Echo Base and they evacuate in their X-wings. On the way from the planet, they disable a Star Destroyer with a concentrated volley of proton torpedoes and escape safely. Luke heads for Dagobah, while the* Falcon *is pursued by the Imperial forces, taking refuge in the Hoth asteroid belt. They enter the asteroid dubbed "Big One" and unknowingly enter a space slug's digestive tract, before finally escaping and attaching themselves to the command tower of a Star Destroyer. During their seclusion, Han and Leia begin to show their feelings for each other more openly. On Dagobah, Luke has met Yoda (unknowingly) and been taken to his hut. Yoda speaks with Obi-Wan's spirit, who convinces Yoda that Luke (years too old to be trained) can be trained, despite Yoda's objections at the time. Aboard Darth Vader's flagship, the Super Star Destroyer* Executor*, Vader speaks with Emperor Palpatine on Coruscant (unknowingly with Xizor at Palpatine's side) about the quest to turn Luke Skywalker to the Dark Side. On Dagobah, Luke trains with Yoda. He then enters the Dark Side Cave near Yoda's hut and receives a vision in which he battles and defeats Darth Vader, only to find that under Vader's mask is his own face--a sign both that Vader is related to Luke, but more importantly that Luke holds the promise of great good* or *great evil. Later, Yoda lifts Luke's X-wing from the swamp where it sank, uttering the "Yoda-isms," "Do or do not. There is no try," and "Size matters not." Back on the* Executor*, Darth Vader places a bounty on the* Millennium Falcon*, setting Dengar, Zuckuss, 4-LOM, IG-88, Bossk, and Boba Fett on the heroes' tail. Shortly thereafter, Han sets course of Bespin and leaves as the Star Destroyer ejects its garbage, but is followed by Boba Fett in* Slave I*. On Dagobah, Luke receives a vision of Han and Leia in great pain. He decides that, against Yoda and Kenobi's advice, he must go to them. On Bespin, Han is reunited with Lando Calrissian, who offers to have his people repair the* Falcon*'s hyperdrive. Shortly after their arrival, C-3PO stumbles across a group of stormtroopers and is blasted into several pieces before he can warn the others. On Dagobah, Luke sets off for Bespin, promising to return to complete his training. Obi-Wan fears that Luke is their last hope, though Yoda reminds him:*

there is another. At Cloud City on Bespin, Chewie finds C-3PO's parts and brings them to Han, moments before Lando takes the heroes straight into Darth Vader's hands. Fett had informed Vader of the heroes' presence and Lando could not afford to say "no" to Vader. Once they are sealed in the room with Vader, Chewbacca and Han prepare to attack Vader to escape, but upon realizing that Vader would easily kill Chewie as an example, Han and Chewie stand down, resigned to their capture. Han is tortured, but never asked questions. Lando reveals that they are simply bait to bring Luke to Cloud City. Vader plans to freeze Luke in carbonite to bring him to the Emperor, so they test the facility on Han. Just before being frozen, Han hears the words he's been wanting to hear from Leia--"I love you." Vader then turns the carbon-frozen Han over to Fett to be taken to Jabba the Hutt. Leia, Chewie, and C-3PO are to be taken away by Vader. Luke arrives and is warned of the trap by Leia, though he charges ahead anyway. As Leia and Chewie are escorted by guards, Lando arranges for his security force to ambush them, freeing them to escape. Lando (while being nearly choked to death by Chewbacca) informs them that they can still save Han. They race to the East Platform where Fett has just lifted off with Han aboard. As Lando informs the denizens of Cloud City that the Empire has taken control and the heroes race to the Millennium Falcon*, R2-D2 joins them. Luke as been herded into a meeting with Darth Vader. In the carbon-freezing chamber, Luke and Vader duel until Luke escapes deeper into Cloud City. The two duel again. This time, Vader uses the Force to hurl objects at Luke, finally breaking a window into the core of the city, sending Luke out of the level. Luke clings to a floor grating and pulls himself up onto a platform extending into Cloud City's heart, only to be attacked again by Vader. Elsewhere, Leia, Lando, Chewbacca, C-3PO, and R2-D2 escape in the (hopefully fixed)* Millennium Falcon *and are pursued from the city by Obsidian Flight TIE fighters. Back on the gantry, Luke and Vader duel until Vader cuts off Luke's hand, sending the hand and Anakin Skywalker's old lightsaber down into the bowels of Cloud City. Luke hangs on for dear life from an outcropping, with his only ways to go being with Vader, or down, down, down through the station's core. Vader attempts to seduce him to the Dark Side with talk of power and might until finally revealing the awful truth--that Obi-Wan had lied about what happened to Anakin Skywalker and that Darth Vader is his father. Luke, in shock, but wary of the situation, drops into the core and falls through a garbage hatch. He catches himself on a weather vane, calls through the Force to Leia and is rescued. The Rebels then head for their rendezvous with the Rebel Alliance fleet. Luke receives a new hand, while Lando and Chewbacca set out in the* Millennium Falcon *to find Han Solo. The situation has rarely been graver for the heroes of the Rebel Alliance.**

(***Star Wars: Episode V*--"The Empire Strikes Back" et al)***

***NOTE: I place ESB at 3.3 ASW4 instead of the usual 3 ASW4 due to the *Galaxywide News Nets* report on 38:6:9 which describes the recent Battle of Hoth, which places it not merely three years after ANH, but three years and three months after ANH. Given that by SW reckoning, there are 10 months in a year, 3.3 ASW4 makes sense for 33 months post ANH.**

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan

Dean Foster & Donald F. Glut & James Kahn)
Star Wars: The Empire Strikes Back (novel: Donald F. Glut)
Chapters 1 – 14
The Radio Drama Trilogy [continued] (radio drama trilogy: Brian Daley)
The Empire Strikes Back (radio drama: Brian Daley)
Freedom's Winter
The Coming Storm
A Question of Survival
Fire and Ice
The Millennium Falcon Pursuit
Way of the Jedi
New Allies, New Enemies
Dark Lord's Fury
Gambler's Choice
The Clash of Lightsabers
The Original Comic Adaptation Trilogy [continued] (comic trilogy: Roy Thomas & Archie Goodwin)
Classic Star Wars: The Empire Strikes Back (comic series: Archie Goodwin)*
The Empire Strikes Back, Part I (comic: Archie Goodwin)*
The Empire Strikes Back, Part II (comic: Archie Goodwin)*
***NOTE: This adaptation of ESB first appeared as issues 39 – 44 of the Marvel Comics Timeline before being reprinted into Officiality.**
The Manga Comic Adaptation Trilogy [continued] (comic trilogy: Hisao Tamaki & Toshiki Kudo & Shin-Ichi Hiromoto)
Star Wars: Episode V--"The Empire Strikes Back" (comic series: Toshiki Kudo)
The Empire Strikes Back, Part I (comic: Toshiki Kudo)
The Empire Strikes Back, Part II (comic: Toshiki Kudo)
The Empire Strikes Back, Part III (comic: Toshiki Kudo)
The Empire Strikes Back, Part IV (comic: Toshiki Kudo)

CONCURRENT TO SW5

- *As the probe droid on Hoth discovers the existence of the Rebel base, it transmits its data to the Empire, but also to Mechis III, where IG-88 takes it as a prime opportunity to see the* Executor *in action. (To be continued below . . .)*
  (***Therefore I am: The Tale of IG-88***)
- *Boba Fett arrives in the Hoth system just ahead of the oncoming Imperial fleet, taking advantage of their offer of payment for help rounding up Rebels in the oncoming Battle of Hoth. (To be continued below . . .)*
  (***The Last One Standing: The Tale of Boba Fett***)
- *Dash Rendar participates in the Battle of Hoth and then fights his way back to his ship, the* Outrider *and escapes through the Hoth asteroid belt. (To be continued below . . .)*
  (***Shadows of the Empire***)
- *Dengar arrives at Hoth to join the Rebels just as the Battle of Hoth rages. He sits out the battle and is taken aboard a Star Destroyer, where he is presumed to be a Rebel and subjected to interrogation. (To be continued below . . .)*
  (***Payback: The Tale of Dengar***)

- *IG-88B, after observing the Battle of Hoth but not interfering, decides to lurk around until Darth Vader issues a call for bounty hunters to chase Han Solo, which is only logical. (To be continued below . . .)*
  (***Therefore I am: The Tale of IG-88***)
- *During the escape from Hoth, Wedge Antilles, Derek "Hobbie" Klivian, and Wes Janson run interference for an escaping transport without cover fire from the now-destroyed ion cannon. They pull a Tallon split, evading the incoming Star Destroyer and making it to safety.** (***Running the Gauntlet***)*

***NOTE: If you don't recognize this small story, don't fret. It is simply a small side story on page 26 of *Star Wars: The Roleplaying Game*—"Galaxy Guide 3: The Empire Strikes Back."**

- *Dengar is visited in his cell by Darth Vader, who makes him a deal—he will hunt Han Solo for Vader, and Vader* might *let him live. At the moment, Solo and the* Millennium Falcon *are in the Hoth asteroid belt, but Vader isn't confident in his imminent capture. Taking a lead from his "hiring" of Dengar, Vader decides to call other bounty hunters to join in the search. (To be continued below . . .)*
  (***Payback: The Tale of Dengar***)
- *Boba Fett boards the* Executor *and meets with Darth Vader before he is set to meet with the bounty hunters as a group. Vader is impressed that Fett was able to determine that Hoth was the Rebel base the Imperials were after. (To be continued below . . .)*
  (***The Last One Standing: The Tale of Boba Fett***)
- *Heeding the call for bounty hunters, Zuckuss and 4-LOM arrive in the Hoth system as the* Bright Hope*, one of the last Rebel ships leaving the planet, begins its escape. Aboard the* Mist Hunter*, they help stop the ship and then head for the* Executor*. They hope to capture whatever bounty Darth Vader is going to send them after in order to pay for treatment for Zuckuss' damaged lungs. 4-LOM also hopes to learn how to use the Force or "intuition" that Zuckuss can use. Aboard the* Bright Hope*, Toryn Farr takes care of her sister, Samoc, and then takes charge of getting the vessel ready to jettison its escape pods down to Hoth, though many will be left behind. (To be continued below . . .)*
  (***Of Possible Futures: The Tale of Zuckuss and 4-LOM***)
- *Black Sun's Prince Xizor overhears Darth Vader speaking with the Emperor via hologram and learns that they are after Vader's son, Luke Skywalker. He prepares to use this information for his own purposes. (To be continued below . . .)*
  (***Shadows of the Empire***)
- *Dengar attends the bounty hunter "meeting" aboard the* Executor *and promptly leaves to chase Han Solo, though before he can go after Solo, Boba Fett disables his ship. (To be continued below . . .)*
  (***Payback: The Tale of Dengar***)
- *IG-88 B attends the bounty hunter "meeting" aboard the* Executor *and then digs into the ship's files, where he learns of the construction of the* Death Star II*. He transmits details back to Mechis III, where IG-88A and the other two confer, deciding that they should make a duplicate computer core for the* Death Star II *with IG-88's sentience inside, which could then take over the station at a later time. At the same time, Gurdun is assigned to go with the real core to the battle station. (To be continued below . . .)*
  (***Therefore I am: The Tale of IG-88***)
- *Zuckuss and 4-LOM attend the bounty hunter "meeting" on the* Executor *and decide that to catch Han Solo, they will find a way to join the Rebellion at their presumed rendezvous point above the galactic plane. To do so, they go back to the* Bright Hope *and rescue the passengers. As the ship's computers and droids receive memory wipes to keep information out of Imperial hands, they head off to the rendezvous point. (To be continued below . . .)*
  (***Of Possible Futures: The Tale of Zuckuss and 4-LOM***)

- *Shortly after the bounty hunter "meeting" on the* Executor*, Boba Fett speaks with the Imperial escorting him back to his ship. They speak of Fett's observations of Han Solo fifteen years earlier on Jubilar. (To be continued below . . .)*
  (***The Last One Standing: The Tale of Boba Fett***)
- *Shortly after the bounty hunter "meeting" on the* Executor*, Bossk is met by two other bounty hunters who arrived too late for the meeting. They are Tinian I'att and her Wookiee* Ng'rhr *(master to Tinian, the apprentice), Chenlambec. They tells Bossk they will use Chen's Wookiee contacts to hunt down Han Solo for a cut of the profits. Bossk agrees, though he wants to take them both out of the picture and have Chen's pelt as a prize. Tinian and Chen know of an operation where Imperial Governor Io Desnand in the Aida system has helped set up a Wookiee slave camp on the planet Lomabu III, hoping to use it as bait to trap a Rebel rescue fleet. They tell Bossk that it is part of a Rebel-friendly Wookiee network, which they use to bring Solo to them. As Tinian's miniature droid, Flirt, ingratiates herself with the computer of Bossk's ship, the* Hound's Tooth*, they make their way to Lomabu III. There, Bossk sends Chen and Tinian out in a small craft, the* Nashtah Pup*, which he has armed with a weapon that will rain down death all across the Wookiee populace, not just in the impact area as Chen and Tinian believe. As the Wookiees below begin to revolt against their Imperial captors, Flirt manages to fulfill her mission and trap Bossk in a holding cell, after taking over the* Hound's Tooth*'s computer system (well, more like seducing it). Flirt tells Chen and Tinian about the weapon and they race back to the* Hound's Tooth *and take command. They use the ship to destroy the Imperial weapons towers on Lomabu III, freeing the captive Wookiees, before heading to meet with Governor Desnand and give turn Bossk over to him for a hefty bounty. Tinian and Chenlambec leave. They have their reward, a new ship, and now Flirt has a new body in the form of Bossk's old X10-D droid. Later, the Governor brings his female companion, Feebee, to see Bossk, where Bossk learns his fate—he will be killed and have his skin used to make a lizard-skin gown for Feebee.*
  (***The Prize Pelt: The Tale of Bossk***)
- *Bossk somehow manages to escape from Governor Desnand.**
  (conjecture based on *Hero's Trial*)*

***NOTE: I've yet to hear any of the circumstances surrounding his escape, but there he is in *Hero's Trial*, still alive. Could this have been an error on Luceno's part, an over-inference on the part of TOTBH readers, or perhaps a mixture of the two?**

- *Awarru Tark, a mercenary invited to the bounty hunter meeting that took place earlier, finally arrives (late) to meet with Darth Vader aboard the Star Destroyer* Avenger*, where Vader has gone for tactical planning (it would seem). When Tark is finally alone with Vader, he removes his cloak and attacks Vader with lightsaber-like blades on each arm. During the fight, Vader reaches into Tark's mind and learns the motives behind the attack. Tark was an alien named Stauz Czycz, who lived on a world that Palpatine ordered Vader to attack. Stauz was left for dead, and his family and home were destroyed. Stauz vowed vengeance and had his body replaced by a new more humanoid body, in which he'd exact his revenge under the guise of Tark. Vader learns this truth just as he defeats Tark/Stauz, decapitating him. After the battle, Vader returns to the* Executor*'s meditation chamber, where he has a moment of doubt, thinking of how similar he and Stauz truly are—dead men who have lost their children and sacrificed their humanity in their need for revenge, more machine than man. As Vader muses, the* Executor *receives a message from Bespin . . .*
  (***Moment of Doubt***)
- *As the* Millennium Falcon *arrives at Cloud City on Bespin, Darth Vader waits with Boba Fett. A few minutes later, stormtroopers and an officer bring in the blasted remains of C-3PO, who was destroyed upon discovering Gamma Squad's position. Vader looks at the droid and remembers himself, years ago, when he first discovered the parts he used to rebuild C-3PO. He orders that the parts be*

destroyed. A short time later, after Vader takes possession of Han Solo, Leia Organa, and Chewbacca, his Imperial minions discover the remains of C-3PO back in the guests' quarters, where Chewbacca had brought them. After another round of memories, Vader allows the parts to be sent back to Chewbacca.

(***Thank the Maker***)

- *IG-88 learns that Boba Fett has located Han Solo, so IG-88B goes to Cloud City. There, he wants to ambush Fett and take Solo, but Fett destroys IG-88B instead. On Mechis III, IG-88A sends IG-88C and IG-88D after Fett. (To be continued below . . .)*

(***Therefore I am: The Tale of IG-88***)

- *Dengar finally makes it to Cloud City to find Boba Fett and Han Solo, but instead of tracking Fett, he runs into Manaroo dancing in a bar. They take time out to talk, and she tells him she wishes to bond with him through the Attanni procedure/device used by her culture. As they continue to talk, Lando Calrissian warns the populace to evacuate before more Imperials arrive. They escape and intend to chase down Fett and Solo, who are on their way to Tatooine. (To be continued below . . .)*

(***Payback: The Tale of Dengar***)

- *Shortly before the Rebels the* Millennium Falcon *escape Bespin and reunite with the Rebel fleet, General Crix Madine issues a datafile on repulsortank battle tactics to the Rebel forces, hoping that more effective use of repulsortanks on the battlefield will negate the possibility of another ground battle as devastating as that on Hoth.*

(***Repulsortank Battlefield***)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Part VIII

The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)

"Hoth" Section

Shadows of the Empire (novel/comic series/video game: Ryder Windham & John Wagner & Steve Perry & LucasArts)

Shadows of the Empire Game (video game: LucasArts)

Cutscene I

Part I: The Battle of Hoth

Battle of Hoth

Stage One

Stage Two

Stage Three

Stage Four

Escape from Echo Base

Stage One

Stage Two

Asteroid Chase

Stage One

Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)

Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)

Two: The Hope

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Part VIII [continued]
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Two: The Hope [continued]
The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)
The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)
"Executor" Section
Of Possible Futures: The Tale of Zuckuss and 4-LOM (TOTBH short story: M. Shayne Bell)
Of Possible Futures: The Tale of Zuckuss and 4-LOM (TOTBH short story: M. Shayne Bell)
Shadows of the Empire [continued] (novel/comic series/video game: Ryder Windham & John Wagner & Steve Perry & LucasArts)
Shadows of the Empire Novel (novel: Steve Perry)
Prologue
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Two: The Hope [continued]
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Part VIII [continued]
Part IX
Part X
Running the Gauntlet (short story: Michael Stern)
Running the Gauntlet (short story: Michael Stern)
Of Possible Futures: The Tale of Zuckuss and 4-LOM [continued] (TOTBH short story: M. Shayne Bell)
Of Possible Futures: The Tale of Zuckuss and 4-LOM [continued] (TOTBH short story: M. Shayne Bell)
The Adventures of Tinian I'att [continued] (AJ/TOTBH short stories: Kathy Tyers)
The Prize Pelt: The Tale of Bossk (TOTBH short story: Kathy Tyers)
Moment of Doubt (SWT4 short story: Lovern Kindzierski)
Moment of Doubt (SWT4 short story: Lovern Kindzierski)
The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)
The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)
"Executor" Section [continued]
Thank the Maker [continued] (SWT6 short story: Ryder Windham)
Thank the Maker [continued] (SWT6 short story: Ryder Windham)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Part XI
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Two: The Hope [continued]
Repulsortank Battlefield (AJ9 short story: Timothy O’Brien)

Repulsortank Battlefield (AJ9 short story: Timothy O'Brien)
Bounty Hunters (cancelled comic series: Unknown)*
Dengar (cancelled comic: Unknown)*
Bossk (cancelled comic: Unknown)*
4-LOM (cancelled comic: Unknown)*
Zuckuss (cancelled comic: Unknown)*
IG-88 (cancelled comic: Unknown)*
***NOTE: This series of 12 Jedi Council One-Shots never came to exist. I place it here since this is where our other bounty hunter story series, such as *Tales of the Bounty Hunters* tend to center. Consider it historical curiosity.**

3.3 - 4 ASW4

- *Imperial HoloVision reports the defeat of the Rebel Alliance at the Battle of Hoth. (Exact date of report via Imperial HoloVision: 38:6:9 i.e. 9 Helona 3 ABY)*
  (conjecture based on *Galaxywide News Nets* supplement in *The Official Star Wars Adventure Journal* #14)
- *Shortly after the Rebel rout at Hoth (while at a conference where incoming news has been cut off from the attendees), Rebel Alliance Major Viran Qol gives a lecture on Imperial garrisons.*
  (***Imperial Garrisons***)
- *Zuckuss and 4-LOM arrive with the* Bright Hope *passengers at the Rebel rendezvous point. The Rebels welcome them as heroes and offer to give Zuckuss treatment for his damaged lungs. Shortly thereafter, though, they decide to leave their offered home and go after Boba Fett in order to find Han Solo. As they prepare to leave, 4-LOM has what seems to be a Force vision of a future in which he is studying at Luke Skywalker's Jedi Academy, which will not yet be formed for eight years.*
  (***Of Possible Futures: The Tale of Zuckuss and 4-LOM***)
- *ISB agent Blount defects to the Rebel Alliance.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *Trammis Loof is stationed on Coruscant.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Graveyard of Alderaan" via *TimeTales*, abridged)
- *The city of Chinshassa on Shalyvane is destroyed both for resisting Imperial rule and to provide a false background for Imperial Intelligence operative Shira Elan Colla Brie, whom Darth Vader has sent to infiltrate the Rebel Alliance as a pilot. Given the death of so many aces during the Battle of Hoth and previous encounters, the Rebels easily accept her, especially as she proves her skills in combat.*
  (conjecture based on *Lumiya: Dark Star of the Empire*)
- *Darth Vader arrives at the Emperor's fortress of Mount Tantiss, showing new fear in the impending audience of his master after the failure with his encounter with Luke Skywalker. The Dark Lord has been summoned to Wayland – far from the prying eyes of the Core Worlds – to present the trophy of his battle with young Skywalker. Two Noghri, Kovrekhar and his clan – brother Ghazak had located the trophy and helped Vader recover it. While the Dark Lord rushed back to his Super Star Destroyer to await the young Jedi's capture, the Noghri combed the depths of Cloud City for what had once belonged to Skywalker. The Noghri honor guard discovered it with a horde of Ugnaughts in one of the mining facilities deeper smelting cores. The crude beasts were going to discard the flesh and melt the shaft of metal into scrap. Vader had 'discouraged' them from doing so and took possession of the items himself. Vader marches into a waiting turbolift, holding the transport box. The Emperor commands the following Noghri to leave their presence as Vader kneels before his master. Vader and the Emperor discuss Luke*

*Skywalker and his growing powers. Vader hands the box to a Royal Guard, who places it in the Emperor's waiting grasp. Palpatine opens it, revealing a hand and a Jedi's lightsaber. Both are Luke's. "These will have a place of honor in my personal collection" the Emperor muses, entranced by the intricacies of the dead flesh and the well worn lightsaber. The Emperor dismisses Vader. In addition to overseeing the Emperor's new construction project, Vader has pressing matters to take up with a powerful – and potentially dangerous – Falleen prince named Xizor. There will be plenty of time later to deal with Luke Skywalker . . . **

(***The Emperor's Trophy***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- The Agony of Tarkin *is written and produced by the Imperial Opera Company.*
  (conjecture based on *Mara Jade: By the Emperor's Hand* via *TimeTales*, verbatim)
- *Maarek Stele, having been conscripted into Imperial technical service after being separated from his family during the invasion of the Taroon system, saves the life of Admiral Mordon. For this, he is given a shot at the Imperial Navy. He soon earns the status of TIE fighter ace, drawing the attention of the Secret Order of the Emperor, also known as the Prophets of the Dark Side.*
  (conjecture based on *The Emperor's Pawns*)
- *Jinjur Thomas, a Mining Guild Recruiter, discovers Alabard's Comets' secret base in the Tapani Sector but keeps quiet due to pay-offs.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Hamar-Chaktak, a Herglic was a wealthy merchant and sometime-supporter of the Alliance, but had no love for either the Alliance or the Empire. He was known to have a weakness for betting on cracian thumper races, and spent a great deal of time at the Heatherdowns Hotel and Track on Tallaan. Shortly after the Battle of Hoth, he agreed to help supply the Alliance with bacta, if a team of agents would meet him at the Heatherdowns. However, the only reason for offering to help was to sacrifice the team in order to collect insurance money on the ship he told them to steal--the* Theta-2Y*, a ship owned, in fact, by Hamar-Chaktak himself. Not only did Hamar-Chaktak hope to claim the lost bacta to receive an insurance payment, he hoped to actually sell the bacta to the Alliance later on, as well as ransom the team back to the Alliance. Unfortunately for Hamar-Chaktak, the Alliance team discovered his treachery and managed to avoid being captured. Hamar-Chaktak was forced to flee into hyperspace on his starship, the* Crusader*.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Tapani Sector Instant Adventures" via *TimeTales*, verbatim)
- *Beski Miko is promoted to Senior Lieutenant in the Rebel Alliance.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Rules of Engagement: The Rebel SpecForce Handbook" via *TimeTales*, abridged)
- *With now 7-year-old Irek already well schooled in the Dark Side, Roganda Ismaren begins training him in the use of his converter, teaching him how to control machines with the Force. He is also given a accelerated learning course, bringing him up to university level in just a few years.*
  (conjecture based on *Children of the Jedi* via *TimeTales*, verbatim)
- *Viera Cheran, known to members of Rogue Squadron as "Chief", as she serves as the squadron's chief technician, is stationed on the moon of Kile. There, she ensured that the squadron was ready for the attempt to recover Han Solo's body from Boba Fett. It was during this time that she was approached by an operative who offered her 10,000 credits to ensure Luke Skywalker was killed.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Sourcebook" via *TimeTales*, verbatim)
- *Steven "Mak" Makintay becomes commander of an X-wing Starfighter group known as Green Squadron.*

(conjecture based on *Dark Empire* and *Firepower* via *TimeTales*, verbatim)

- *Rogue Squadron flies sorties against the shipyards at Fondor.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *General Maximillian Veers is the Empire's latest military hero, after the Battle of Hoth. Returning from a short leave, his son Zev is treated like a hero as well. By the side of his father, Zev went to endless celebrations and heard countless speeches about the glory of the Empire and how the Alliance was immoral and doomed to defeat. After Zev returned from the glamour and ceremony, he learned what the Empire really stood for. During a routine police action, Zev was assigned to bodyguard the battalion commander while he interrogated prisoners. Intending to harden the young man to the sight of torture, the commander, Ivo Laibach, showed off his ISB training. Zev was horrified as the Rebel, an old man, was beaten mercilessly and tortured. Even the other two "CompFarcers", boys younger than he, started turning green. Luckily for Zev, while the commander man – handled the local librarian, the real Rebels showed up. Laibach, idiot as he was, went outside "to take care of the nonsense" and got wounded by the Rebels for his trouble. It would be funny if it weren't all so horrible. Zev came to a decision: he couldn't just let the old man die. So he untied the librarian and used a medpac on him – just as the librarian's daughter, the Rebel squad leader, came to the rescue. Initially she was distrustful of Zev, but she was won over by her father's sincerity. Zev was still taken as a prisoner, but not treated much like one. In the years since, Zev becomes a full – fledged Rebel.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *Diblen Harleys joins the Rebel Alliance.*
  (conjecture based on *The Last Command* and *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, abridged)
- *Niclara Varnillian goes on leave from the Imperial Star Destroyer* Pulsar *to Ord Mantell. While there, she identifies a group of Alliance operatives, including Alton Lochner and Anson Blazer. She attempts to apprehend them, but the mission ends in general failure, with only two Rebels alive and in Niclara's custody. She returns to the* Pulsar*, where she knows a demotion is waiting for her.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *Luke Skywalker begins using the lightsaber he took from Ormon Tagge until he can build his own lightsaber.**
  (conjecture based on Christopher McElroy's *TimeTales*)*

***NOTE: The defeat of Tagge actually happened in issue 37 of the Marvel Continuity (making it Apocryphal), but was referenced by *Classic Star Wars: A Long Time Ago . . .*--"The Crimson Forever: Against the Scarlet Night." Following the rules of Officiality then, we must assume that this general event took place as it did in the Marvel Continuity, even though the *Marvel issue itself* did *not* happen. The idea of Luke taking Tagge's lightsaber is not in the issue itself, but it is the only explanation that currently exists for why Luke has a lightsaber in the pre-SOTE stories of 3 - 4 ASW4. Credit for being the first to conjecture that the lightsaber Luke used during that time was Tagge's goes to Christopher McElroy and his *TimeTales Chronology*.**

- *Dirk Harkness is reassigned from Rebel Intelligence to be chief engineer on a capital ship.*
  (conjecture based on *Chessa's Doom*)
- *On Zelos II, a Rebel Alliance Special Ops team led by Major T'Charek Haathi stakes out a well-guarded Corellian YT-1300, the* Maker*, owned by Sythluss Leethe. The team, including Haathi, Morgan Q. Raventhorn, Ivhin Jayme, and Dren Nord, is successful in getting to the ship, but then must fight both Imperials outside the ship and internal security inside the ship in order to steal the vessel for the Rebel Alliance. In the nick of time, things finally start going the team's*

way, and they manage to take their prize and escape Zelos II with only minor injuries to both bodies and pride.

(***Special Ops: Shipjackers***)

- *T'Charek Haathi's Special Ops shipjacking crew takes their newly acquired ship, the* Maker*, to the drop point on Gelgelar for supplies. Upon arrival, they meet Colonel Arik Stijhl, his medical officer, Lady Maglenna Pendower, and other members of his staff, including Kovings, who had earlier been joking with Stijhl about how they should have shot the ship down, since Haathi tends to bring trouble wherever she goes. This is the case once again, as shortly after landing, Morgan Raventhorn is nearly killed by an unknown attacker. Once she is checked out, Ivhin Jayme goes in search of the attacker, which turns out to be an assassin droid. The droid manages to lock everyone in the warehouse where the* Maker *is being repaired, planning to kill everyone who is interfering with its mission. The Rebels realize this and race for the ship. Stijhl is nearly killed, as is Jayme, but they all manage to escape in the* Maker *(by busting through the doors) before the droid self-destructs, taking the entire drop point with it. Afterwards, they discover that in checking the background on the* Maker*, they didn't check the background on whom they stole it from. The previous owner, Sythluss Leethe, was an underworld droid dealer, and the assassin droid was apparently readied for one of his clients, set up on a timer. When it activated, it perceived everyone as a threat and thus attacked Morgan and then the base. After all is cleared up, Stijhl agrees to let Maglenna join Haathi's team in return for Dren Nord, the disenfranchised medic of the team, remaining with Stijhl's staff.*

(***Special Ops: Drop Points***)

- *One of the many probe droids sent to search for the hidden main Rebel base (which was just attacked on Hoth) discovers a Rebel base on Taul in the Gunthar system and destroyed by Rebels of the world's small outpost before it could send its report. When no word is received from the probe droid, the* Dominator *is sent to check out what has happened. The result is a major ground battle between Imperial and Rebel ground forces in the swamps of Taul.*

(***Uninvited Guests***)

- *A Rebel group left behind to attack the Imperials when the Rebels fled from Taul is found by Imperial forces from the* Dominator*. A battle once again rages . . .*

(***Return to Taul***)

- *Alliance Intelligence discovers that Santhe/Sienar Technologies has reached a breakthrough in its move toward cloaking technology. A polarity-changing flux refractor is set to be sent from a Santhe/Sienar base on Dennaskar to Imperial hands for further testing. The Alliance sends a group of Rebels to stop the Santhe Security forces from getting the refractor into Imperial hands . . .*

(***Surprise Visit***)

- *Dengar and Manaroo finally perform the Attanni, cementing love between them. Dengar realizes how important it is to save Manaroo's people from COMPNOR, so he uses his Rebel contacts to free them, as he should have two years before. (To be continued below . . .)*

(***Payback: The Tale of Dengar***)

- *An annoyed Imperial scout, Sergeant Pfilbee Jhorn is sent to Endor on a survey mission because the previous survey team had returned little useful information. After seeing everything from Ewoks to the Gorax, the team of nine Imperials is captured by the marauders led by Terak and tortured. Finally, they escape and three of the original nine manage to get off the planet with their pick-up ship. Jhorn files his decidedly harshly-worded report and is soon transferred to a solar focusing mirror above Coruscant (and then a stint in the deserts of Tatooine) for his insubordinate tone.*

(***The Illustrated Star Wars Universe: Endor Entry***)

- *A Rebel team is sent to newly Imperial Cloud City on Bespin to help rescue a group of Rebel refugees in the city. Upon arrival, the team's contact, Silver Fur, is killed, and the team has to battle Zardra and Jodo Kast and race to recover an encrypted datapad with information vital to the mission. Upon getting the datapad, they seek out Spensor Kluub for decryption and find him nearly dead at the hands of an ISB agent, Kal Vorusk, who is working for the ISB team leader on the mission to capture the refugees, Govin Thane. Upon getting the datapad's information, the team discovers and escapes to the outer platforms with the refugees, where they are confronted by Thane and his wardroid. In a fierce battle, the Rebels win the day and escape to Kaliska.*
  (***Cloud Cover***)
- *Ral Shawgrim defects from the Rebel Alliance to the Galactic Empire, taking plans for the T-65B X-wing starfighter with him.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *Pano is recruited by Crix Madine and quickly moves through the ranks to become a Major by the Battle of Endor.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *Oola is taken from Ryloth and sold as a slave to Jabba the Hutt on Tatooine. Before being taken to Jabba's Palace, a fellow slave girl, Sienn, is saved by Luke Skywalker, while Oola covers their escape.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Special Edition Sourcebook"
  and *A Time to Mourn, a Time to Dance: Oola's Tale*)
- *On Borcorash, the Resinem Entertainment building is damaged by a nearby explosion.*
  (conjecture based on *Specter of the Past*)
- *A Kuat Drive Yards subsidiary known as Kuat Systems Engineering is sold to Vaathkree merchants with Rebel sympathies, under the guise of a group of Imperial loyalists.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Grodin Tierce becomes a Royal Guardsman.*
  (conjecture based on *Specter of the Past*)
- *The Empire's Procurator of Justice, Lord Hethrir, is aboard Crseih Station, which has recently relocated into orbit of a black hole and crystallizing star, when his scientists manage to breach the wall between dimensions. A strange Anti-Force creature is brought into this dimension (or created through the mingling of dimensions)—Waru.*
  (conjecture based on *The Essential Chronology*)
- *Shortly after joining the Royal Guard, Grodin Tierce is rotated into a regular stormtrooper squad (in keeping with the practice of rotating Guardsmen through the regular military forces to keep up fighting prowess).*
  (conjecture based on *Specter of the Past*)
- *Shortly after his promotion to Grand Admiral, Thrawn is sent into the Unknown Regions aboard his Victory-class Star Destroyer* Iron Fist*. After exploring that area he is to head into the area known as Wild Space to explore its territory and prepare for colonization and/or invasion.*
  (conjecture based on *Specter of the Past* and *Star Wars: The Roleplaying Game*--"Heir
  to the Empire Sourcebook")
- *An entire company of the First Sun Mobile Regiment is executed by Moff Nile Owen in the Rayter sector for slaughtering Rebels at a target outpost instead of capturing prisoners for interrogation. This begins First Sun's slow move away from Imperial employ.*

(conjecture based on *Special Military Unit Intelligence Update*)

- *Emperor Palpatine orders construction to begin on two new classes of Star Destroyer. The first is the* Sovereign*-class Star Destroyer, larger than the Super Star Destroyers in production. The second is the* Eclipse*-class Star Destroyer, larger than even the Sovereign Star Destroyer and set to be the line from which the Emperor will take his own personal flagship.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")

- *When a Rebel squadron led by Stevan Makintay tries to steal a carrier full of supplies and ends up failing and losing one pilot, Makintay will have no more of Eyrie Base's Commander Baran's refusals to give them backup. Makintay goes on a mission to his homeworld, Hargeeva, to speak with his ex-lover Ketrian Altronel, who would be able to help create and refit technology and supplies instead of the Rebels having to steal it. On Hargeeva, Ketrian and Rebel-sympathizer Alikka Nolan meet with Imperial Major Nial Pedrin about a new alloy she has created, which could be very beneficial to the empire, and Pedrin's career. Later, Alikka takes the anti-Rebel Ketrian to meet with a shady "friend," which turns out to be a meeting of Rebels, including Mak. Mak tries to convince Ket to join the Rebellion, but she refuses. She still believes that Mak just left her for his starship piloting dreams, and that he is now a riot-instigator. Mak agrees to slip them past Pedrin's guards, who had been tailing the women and have reappeared, and back to safety. After the three leave the meeting place, it is destroyed, and the Rebel inside are killed. Mak pretends to take the girls hostage to get them out of trouble, but Pedrin's troopers simply stun all three of them. Ket awakens and finds herself getting injections for "stun shock" from a medical droid. Pedrin tells her that while she may still be a loyal Imperial citizen, Mak and Alikka are in custody. Pedrin wants to get the location of a Rebel base from them, so he can boost his career. If she will help get the information from Mak, Alikka will live. She is to be sent to Coruscant to continue her alloy work, taking the same shuttle to the capital that Mak is being transported on as a prisoner. She is to get the information en route. Once they are away, she confronts Mak. She's already starting to become wary of the Imperials and to lighten up to Mak, partly because a Rebel at the meeting suggested that there was proof that Mak was taken away forcibly, and thus did not abandon her. She asks for the information, and Mak tells her that Alikka has already been executed, right before his eyes. She died in his arms. The ship is beset by pirates. During the fighting, Mak is freed, but Ket keeps getting sicker. The injections weren't for her health, but a counteragent for the first injection, which was a poison. Mak needs to get to the medical bay to save her life. The ship, under pirate control, is then attacked by Mak's squadron for supplies. The Rebels reunite. The doctor of the group helps to get the counteragent to Ket and begin treatment to save her life. Mak and Ket finally make up and expect a new life together, with Ket as a member of the Rebel Alliance right alongside Mak and his friends.*

(***Firepower***)

- *After a day and a half in medical treatment at Eyrie Base, Ketrian Altronel is still not recovering from the poison she received by Imperials before leaving Hargeeva. When Stevan Makintay is refused permission (by Commander Biros Baran) to go back to Hargeeva to find a cure or find someone with the antidote, he knocks Baran out. Then he and Merinda Niemeh go anyway. They head for Hargeeva and check computer records, to no avail. They decided to take a different approach. Major Nial Pedrin, demoted in position for losing Ketrian in the first place, hopes to lure Rebels trying to save Ketrian into a trap. The trap catches him, though, when Mak breaks into his mistress' home as Pedrin is beating her. Mak takes Pedrin back to their ship, with Thera, the mistress, tagging along to join the Rebellion. When Pedrin awakens on the ship, hoping*

that it will go to the Rebel base, to which he can direct Imperials based on a homing beacon implanted in his arm, he is questioned. He truthfully tells Mak the antidote, but it is something that has already been tried, to no avail. Not knowing any other course of action, Pedrin lies and says there's a different antidote that he will have to deliver personally. They let him live and head to Eyrie Base, but they realize he has the transmitter in his arm and remove it, tossing it into space. Upon arrival at the base, they keep things hush-hush. They bring Pedrin to deliver the antidote and it requires Dr. Tarrek to go get more datacards and such to help them create the (false) antidote. After Tarrek leaves, Mak and Pedrin are forced to hide in the back of Ketrian's room when Assistant Medic Griek, a fellow Hargeevan enters. From hiding, they listen as Griek tells the unconscious Ketrian that Griek *has been the one poisoning Ketrian (since the Imperial poison* was *cured), to repay her for helping the Imperials on Hargeeva. She is about to administer an antidote, though, since Ketrian's technology is badly needed. Revenge can wait. As Mak comes out of hiding to confront her, Pedrin stabs him with a scalpel and holds Griek at blasterpoint with Mak's weapon. The standoff is broken when Tarrek and Merinda enter. Mak kicks the distracted Pedrin's shin, then Griek lunges at him. Pedrin kills Griek, but Merinda stuns Pedrin (unfortunately, it was a stun, not a killshot). Before Mak allows the doctor to tend to his major bleeding, he tells him to administer the antidote to Ketrian. He then loses consciousness. Later, Mak awakens to find a healthy Ketrian sitting over him. He's going to be fine, and she has been cured. Also, Colonel Farland is back, and the semi-incompetent Baran has been transferred to a new post. Life, for Mak, is good.*

(***Desperate Measures***)

- *Emperor Palpatine contacts the advancing Ssi-Ruuvi Imperium and arranges to trade prisoners (which the Ssi-Ruuk can entech and use in their droid starfighters) for Ssi-Ruuvi technology.*

  (conjecture based on *Truce at Bakura*)
- *On the forest moon of Endor, the Towani family (Jeremitt, Catrine, Mace, and Cindel) prepare to leave. Repairs are nearing completion on their crashed star cruiser. As Jeremitt works on the ship, the Ewok village is attacked by a group of marauders led by Terak and his witch-like sorceress (a Nightsister who escaped from Dathomir, according to earlier Imperial survey by Pfilbee Jhorn) Charal. Many Ewoks are killed, along with Catrine and Mace. Terak confronts Jeremitt at the ship wanting "the power," the power cell for the star cruiser. Terak takes the cell and kills Jeremitt. Cindel escapes while Ewoks are gathered up to be taken back to the marauder's castle. Cindel's escape is short-lived, though, as she is captured by Charal and placed in a prisoner carriage, where she is reunited with Wicket W. Warrick. With the other Ewoks' help, the two escape from the carriage, pursued by a few marauders. They hide out in a cave in a nearby mountain. Wicket builds a hang glider for them to escape from the only other cave opening. A dragonlike creature in the cave is disturbed by their activities and attacks them, taking Cindel as it flies from the cave mouth. Wicket follows with the glider and saves her, though they both crash back to the forest below. They hide again in a hollow tree and awaken the next morning to meet Teek, a speedy creature also native to the forest moon. Learning that they need food, Teek takes Wicket and Cindel to the home of Noa, a human man who has also been stranded there. When he arrives home to find Wicket and Cindel in his house, uninvited (at least not by him), he is angered and throws them out. Teek sneaks them some food, using his incredible speed, which Noa allows, since he really isn't the hard-ass he'd appeared to be. When Wicket and Cindel try to start a fire for warmth (which, uncontrolled, could burn down a lot more than just a few trees), Noa invites them in, using that as an excuse. That night, Cindel has a dream that the marauders have come for her. She awakens with a start, and once again, Noa*

shows his fatherly nature in calming her. At the marauders' castle, Charal tries to use her magic to draw "the power" from the energy cell, to no avail. She is ordered by Terak to find Cindel, for she must *know how to use "the power." Noa returns home later in the day with a surprise--a new bed for Wicket and Cindel. They return the favor with a surprise of their own--enough of a type of flower to make a pie. He allows them to stay another night. When Noa leaves the next day, they follow him and discover where he goes each day. Noa has a starship of his own, which he is repairing. It appears that he and his friend Salak crashed on the planet years before. The crash destroyed the crystal for their power drive, and Salak went to find another, never to return. Now, Noa has the ship repaired as best he can. All he needs is a power drive crystal--an energy cell like the one Telak captured from the Towanis. That evening, Cindel tells Noa of her family and their adventures thus far on Endor. As Noa, Wicket, and Teek sleep the next morning, Cindel is awakened by the sound of a woman singing a song her mother used to sing to her. She follows the voice to find a beautiful woman. Wicket finds that she is gone and he and the others race to Cindel, but arrive too late. The woman transforms into Charal, who takes Cindel prisoner. Cindel is taken before Terak and ordered to activate "the power," but when she cannot, she and Charal are both imprisoned with the Ewoks. Noa, Wicket, and Teek make their way to the castle to free Cindel and the other Ewoks. In the cells, Charal tells Cindel that it was Noa's friend Salak (now lying dead, as a skeleton, in the cellblock) who spoke of "the power" to be found in the energy cells. Terak killed him for not turning over that power. Outside, the trio of unlikely heroes sneak into the castle. They make their way to the cellblock and free Cindel and the other Ewoks. A marauder sounds an alarm bell, and the marauders head for the cellblock, even as Noa blasts a hole in the wall to escape through. As they are escaping, Cindel mentions the fate of Salak, prompting Noa to take the energy cell with them. Terak frees Charal to help him find the ship Noa is repairing. The marauders trace them back to the ship, where Wicket leads the Ewoks in defense of the ship and Noa tries to get the ship up and running using the energy cell from the Towani family's spacecraft. The Ewoks put up a valiant effort, but are being beaten until Noa gets the ship running and they use the ship's laser cannons to fend off the marauders. When Cindel goes to save Wicket, though, she is captured by Terak, even as the other marauders retreat. Terak and Noa meet. Cindel is released, but Noa and Terak will fight for the energy cell. Noa is nearly killed, until Wicket hits the ring he is wearing from a string around his neck with a rock from his sling. The ring is the one that allowed Charal to change forms. He took it from her to keep her in raven form so she could track the group without betraying him. Now it proves his downfall, as its power burns him to a crisp. Charal swoops down and reclaims the ring. Shortly thereafter, goodbyes are said and then Noa and Cindel leave the forest moon of Endor aboard Noa's starship.*

(***Ewoks: The Battle for Endor***)

- *Dasha Defano joins the Rebel Alliance.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Luke, Leia, R2-D2 and C-3PO arrive on a jungle planet in response to a distress signal from Prince Denid of Velmor. Two decades earlier, Denid had been ousted from Velmor and sent into hiding by treacherous Imperial elements on the planet. He escaped with Loren, his betrothed, and Jedidiah, an alien who was once asked to be a Jedi Knight, but declined. When they crashed on the jungle planet, Loren died and Jedidiah suffered brain-damage. Now with Denid and Jedidiah, the Rebels head to Velmor to help Denid reclaim his throne, but arrive just as Regent Zelor (who is in league with Imperial Captain Traal) is about to be coronated in Denid's place. Leia acts as the late Loren, while Luke acts as a bounty hunter named Korl Marcus, and they interrupt the ceremony. Denid's identity is proven,*

*and he announces that Loren (Leia) is to be his queen, much to Luke's dismay. Zelor and Traal are also less than thrilled at the idea of losing the throne, so they hire Korl (Luke) to kill Denid. Luke plays along until later. Shortly before the ceremonial hunt for the royal "family," C-3PO learns that Jedidiah's brain-damage is irreversible, just as Luke is getting to the limits of his tolerance with the alien. During the hunt, Luke confronts Traal, only to have them both fired upon by Zelor, who wants no witnesses to his plot to kill Denid. As Luke duels Zelor, Traal tries to kill Luke, but Jedidiah leaps into the line of fire, saving Luke, but dying in the process. Luke then defeats Zelor and knocks Traal out. Denid is made king. Leia decides to return to the Rebel Alliance. Luke, in the meantime, buries Jedidiah, a true Jedi in action, if not in title.**

(***The Last Jedi***)*

***NOTE: This story first appeared under the same name as issue #49 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

- *Luke Skywalker is called upon to lead a group of Rebels aboard an abandoned Star Destroyer that had appeared suddenly in the vicinity of Golrath. Aboard, they come upon a red stone, which somehow inflicts all of the party with the Crimson Forever. The ship is quarantined, and every person who was on-board dies, except for Luke Skywalker, who is slowly succumbing to the Crimson Forever, but fighting it through the Force.*

  (conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"The Crimson Forever")*

- *Vael DeVay graduates from college (an Imperial university) with a degree in xenobiology. Her profession will eventually lead her to Kal'Shebbol.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Plant Food'")

- *After Leia Organa, aboard a Rebel blockade runner, saves Lando Calrissian and Chewbacca aboard the* Millennium Falcon*, she informs the two that they must call off their search for Han Solo and go with her to Golrath, one of the Rebel Alliance's temporary bases. Once on Golrath, Leia informs Lando and Chewie that Luke Skywalker has been stricken by the Crimson Forever, a deadly illness, brought on by a mysterious red stone. They are stumped as to how to help him until Chewbacca begins to tell them an amazing story . . .**

  (***The Crimson Forever, Chapter I***)*

***NOTE: This story first appeared under the same name as issue #50 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

- *Chewbacca tells Leia Organa, Lando Calrissian, and C-3PO about a time (sometime between SW4 and 3 ASW4) when he and Han Solo were forced by Imperial Star Destroyers to take refuge on the world Terminus. On Terminus, they were captured and brought aboard the* Nova Prince *and made slaves to Klysk. After Han had to manually pilot the ship through comets and meteors, the ship took them, and other captives, to the Red Nebula where they were to plunder and steal. Once on the planet in the Red Nebula, Klysk led the slaves in a mission of pillaging, telling them they can keep everything but the two red gems in a temple, which were to be his. Han and Chewbacca made it to the temple, where they were warned by a priest of Klysk's race not to separate the two stones or take them from the temple. Han intended to use them as bargaining chips to gain his and Chewie's freedom. As Han had second thoughts, several other slaves entered the temple and try to steal the gems, only to be stopped by a giant hairy beast. Han and Chewbacca were spared the same fate when the beast considered Chewie a cub of her species. They took the gems anyway, only to have them taken back by Klysk, who then left the planet without Han and Chewbacca. As the priest bemoaned the loss of the gems, Klysk took the* Nova Prince *into the system's star, fulfilling his insane belief that his species should*

have perished when the Red Nebula system split from the rest of the galaxy. The loss of the gems should *have caused the planet to be destroyed like the rest of the system's celestial bodies, but Han revealed to the priest that he had not let Klysk get the real gems, but instead a pair of rocks. Han then traded the gems to the priest for the priest's starship (since the priest was not intending to leave anyway), and he and Chewbacca left the planet, returned to Terminus to reclaim the* Millennium Falcon*, and returned to the Rebel Alliance. Just as Chewbacca finishes the story, they are informed that Luke has succumbed to the Crimson Forever . . .*

(***The Crimson Forever, Chapter II--***"**Chewbacca's Story: Rage in the Red Nebula!**")*

***NOTE: This story first appeared under the same name as issue #50 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

- *Knowing that the two red gems hold the key to curing the Crimson Forever, Lando Calrissian, Leia Organa, C-3PO, and Chewbacca head for the Red Nebula to find them. What they find instead is a derelict House of Tagge mining explorer. Inside, they find a group of bounty hunters including Bossk, Dengar, IG-88, and Zuckass (probably just Zuck**u**ss spelled incorrectly) and their employer, Domina Tagge. Domina had sworn revenge for the death of her brother, Ormon Tagge, and set out to find something that could wipe out both the Alliance and the Empire. She found her answer with the Crimson Forever. She had hired the bounty hunters to help her take the gems from the planet in the Red Nebula and had succeeded. As they left the Red Nebula, they were caught by an Imperial Star Destroyer, which had pummeled the mining explorer and left it dead in space. The Imperials had boarded and tried to take both canisters holding the two gems, but the bounty hunters had made it so that they could only escape with one. The kidnapped priest opened the remaining container aboard the explorer and most of the crew died from the Crimson Forever. Out in space, the Imperials entered hyperspace, causing the other container to open, killing the crew and leaving the Star Destroyer to drift through hyperspace before leaving hyperspace at Golrath, due to Golrath's mass shadow. The Rebels escape from Domina, and instead of leaving her on the derelict explorer, offer her a bargain--if she will help cure the Crimson Forever's effects, they will grant her and the bounty hunters their freedom. They take them to the derelict Star Destroyer at Golrath, where the gems are reunited. They learn that the gems are sentient and create a positive aura when together, but a negative aura when apart. It is this aura that causes lifeforms to enter a suspended animation so thorough that it is impossible to tell from death. Reuniting the gems causes the positive aura to return and "bring the victims back to life." Luke recovers, as do the other victims. Domina is released with a small ship, and so are the bounty hunters, though Lando has convinced them that Domina would fetch a high bounty from the Imperials. The gems are then sent, aboard the Star Destroyer on auto-pilot, beyond the rim of the known galaxy, where they can, hopefully, do no one else any harm.**

(***The Crimson Forever, Chapter III--***"**Against the Scarlet Night**")*

***NOTE: This story first appeared under the same name as issue #50 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**

- *Captain Maraba Tev returns to the Rebel Alliance fleet, dead of internal injuries. When his ship is recovered, his message canister is found intact. When General Carlist Rieekan reads the contents of the canister, he sends a message to Leia Organa, Luke Skywalker, Lando Calrissian, and Chewbacca. They are all recalled to the fleet (Leia from an uncharted world, Luke from a mission to recover an Imperial beacon, and Lando and Chewbacca from hunting for Han Solo). Back with the fleet, they are informed that the Empire is creating a new, modified*

Death Star *known as the* Tarkin*. Luke, Leia, Chewbacca, R2-D2, and C-3PO are to infiltrate the* Tarkin *as workers at its spaceport supply depot on Patriim. Lando, being left out because of what he did to Han, feels he should try to make up for his betrayal and stows away on the mission. The team easily infiltrates the* Tarkin*, but Darth Vader senses Luke's presence and decides to lay a trap for him. He orders Captain Voal to leave the main reactor, which the Rebels will undoubtedly sabotage, unguarded. Voal, believing that Vader has overstepped his authority in executing several officers for failure, meets with his fellow high-ranking Imperials on the station and they enter into a pact--Darth Vader must die.**

(***Resurrection of Evil***)*

***NOTE: This story first appeared under the same name as issue #51 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**

- *The Rebel team aboard the* Tarkin *manages to get to the main reactor, where Darth Vader is stalking in search of Luke Skywalker. The treasonous Imperials aboard the station know this as well, and decide to take advantage of the situation and open an airlock in the area, hoping to kill Darth Vader. Both Luke and Vader manage to survive, however. Vader heads out of the area while Luke rejoins the others, only to become pinned down by Imperial forces. On Patriim, Lando, newly out of hiding, is ordered to take the* Millennium Falcon *off-planet. Back on the* Tarkin*, the Rebels fight their way to an escape vessel, and are pursued shortly thereafter by a TIE fighter squadron, including Darth Vader. They dock and transfer to the* Falcon *just as the TIEs arrive in the vicinity. As Vader closes in, they jettison the ship's water supply, leaving a path of ice blocks in Vader's path. His TIE is disabled, but he is not killed, though those aboard the* Tarkin *believe him dead. The* Tarkin then prepares to blast the *Millennium Falcon*, but when it tries to fire, it explodes. Leia had managed to reverse the polarity on the station's superlaser, causing it to backfire. With the *Tarkin* destroyed, the Rebels head back to the Rebel fleet. *

(***To Take the Tarkin***)*

***NOTE: This story first appeared under the same name as issue #52 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**

- *Leia Organa goes on a mission to Yinchorr with several Yinchori. She is told they will be meeting with the Yinchori Elder Council about them joining the Rebellion, but instead, the Yinchori pull weapons on her and tell her that the local Imperial CO, General Wessel, has taken the Elder Council hostage and will only release them when they bring Leia to him. Wessel is not good on his word, though, and his forces attack the ship as it comes into range. Only Leia survives. Wessel sends stormtroopers to check the wreckage and the last one to depart discovers Leia. He recognizes her because he is from Alderaan and frees her from the wreckage. As he marches her back to the Imperial camp, the two argue over the merits of the Rebellion. He believes Alderaan was destroyed in vain, and all that is left of it is a small fragment of the planet that he wears on a chain around his neck. He begins to "come around," but changes his mind and takes her to the Imperials anyway. Just then, the* Millennium Falcon *arrives, flown by Luke Skywalker, having tracked her down via an emergency beacon. During a heroic escape, the Alderaanian man turns to the Rebel side and helps Leia escape, but as he prepares to board the* Falcon*, he is shot and killed. His chain breaks off in Leia's hand as the* Falcon *escapes. Leia can only mourn the loss of their new, if short-term, ally.**

(***The Alderaan Factor***)*

***NOTE: This story first appeared under the same name as issue #86 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**

- *When Rebels try to set up a base on Arbra, they end up saving the native hoojibs from the slivilth, gaining a new ally in the hoojib species.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Luke Skywalker, Lando Calrissian, Lobot, and the Ugnaughts manage to free Cloud City on Bespin of the Imperials, installing the Ugnaught's King Ozz as rule of the Ugnaught community running Cloud City.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *As Luke Skywalker, Chewbacca, and Lando Calrissian leave the Rebel base on Arbra to meet with the criminal Orion Ferret on his artificial world, Bazarre (to acquire four TIE Fighters for the Rebel cause), Leia Organa and the Rebels on Arbra prepare for a desperate plan to keep the Rebel fleet safe. They intend to use five kertz-bhrg field generators as the vertices of a shielded pyramid-shaped area in which to store the fleet. The fleet, once inside the shielded area, would then be deposited into the chromosphere of Arbra's sun. The shields would keep the ships safe, while a thruster at the top vertex of the pyramid, the control generator, would give enough thrust to keep the pyramid from being tossed out of the star through its normal gravitational pull. If successful, the fleet would be both hidden and safe. Leia orders the generators activated and the fleet taken into the star. When a group of Imperial TIE fighters appear on scanners, Leia decides to get herself and several others back to Arbra base. On the way to the shuttle back to Arbra, R2-D2 and C-3PO get separated from the group and R2-D2 discovers that the shields are failing. The shuttle launches without them, while they head for the control area, only to find that a power surge that knocked out much of the station's regular power has also released noxious fumes (from burning computer components), rendering the crew unconscious. The droids must save the shield generator and shield, or the fleet will be lost. Far away from Arbra, Luke and Lando arrive on Bazarre. Back at the fleet, R2-D2 and C-3PO go EVA to hook a power cable from one of the fleet ships to the generator to give it enough power to save the fleet. At Bazarre, Luke and Lando are surrounded by armed guards. At Arbra, Leia thanks the droids for their heroism, but the celebratory mood is cut short when the communications officer informs her that they have lost contact with Luke, Lando, and Chewbacca.**
  (***Sundown***)*

***NOTE: This story first appeared under the same name as issue #58 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**

- *Luke Skywalker, Lando Calrissian, and Chewbacca are surrounded by thugs on Bazarre, where they are to meet Orion Ferret to acquire used TIE fighters. Ferret calls off his thugs and meets with Luke and Lando. He agrees to sell them four TIE fighters, which they will have to go to Patch-4 to get. Knowing that Ferret may be deceiving them, they leave Chewbacca with Ferret with instructions to kill Ferret if they aren't back in an hour. They head for Patch-4, where they find the TIE fighters but must battle a giant creature known as Ceasar. They are met by Serge Kesselrook and a group of "hoboes" who had stuck on the world for a while. They tell Luke and Lando that there is a sonic pacifier in the ship the two arrived in, which can control the beast, but they must get past the beast to get to it. On Bazarre, Ferret traps Chewbacca in a liquid structure. Back on Patch-4, Luke, Lando, and the hoboes fight their way to the ship. Back on Patch-4, Chewie escapes the liquid and chases after the fleeing Ferret. On Patch-4, Luke makes it to the sonic pacifier and stops the beast. They then take the four TIE fighters and head for Bazarre, where they arrive just in time to stop Chewie from killing Ferret. They return to Arbra, but only after informing Ferret that they had left the sonic pacifier with the hoboes, so he won't be using Patch-4 anymore.**
  (***Bazarre***)*

***NOTE: This story first appeared under the same name as issue #59 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**

- *Luke Skywalker, Lando Calrissian and C-3PO are hunted by stormtroopers on Ventooine. They had come to look for a mysterious power source known as the Shadeshine. To evade capture, they head into a temple where they find a huge golden statue of Han Solo. A monk (Rov) named Vetter Piin enters and speaks of Han as a savior of his people. Piin touches a memory stone, and from it comes a recording in which Han recounts his adventure on Ventooine. Years earlier (apparently), Han and Chewbacca had arrived on Ventooine to procure some sansanna to sell on the black market. Upon entering the city of Goyoikin, he saw Piin being abused by a thug of the local leader, the Satab. Han helped Piin. When Han asked in a local bar for sansanna, he was nearly killed (since he did not know that sansanna is controlled on Ventooine by the Satab. As he escaped, he saw the Satab's ward, Chrysalla, in her royal cart. He saw the cart as a means of escape, and tried to hijack it. At the same time, Piin and his helper Phalaf tried to assassinate Chrysalla, whom Han saved with a well-time blaster bolt to an incoming bomb. Chrysalla was very grateful and took Han back to the Satab's home. There, Han witnessed the Satab, using the power of a sensory-increasing stone called the Shadeshine, killing Phalaf. Han spent time with Chrysalla, where he learned all about the Shadeshine's power, and that after a while, the senses of the bearer become so overly powerful, that they must enter suspended animation in the Hall of Satabs and pass the Shadeshine on to a successor. The current Satab wanted Han to be his successor. The Satab put him in danger to test him, several times. Han survived all of the dangers, but during a dinner in which Piin was brought before the Satab, he saved Piin again, forcing him and Chrysalla to flee. They battled the Satab as the Satab's senses reached overload. Han was saved at the last moment by Chrysalla, who had taken the Shadeshine to save him, knowing full well that by taking it, she had doomed herself. She placed herself in suspended animation and left the Shadeshine for Han to carefully dispose of. He did so, fulfilling the prophecy that Pinn knew he would—to rid Ventooine of the Satab and the evil of the Shadeshine. That is the reason for the shrine to Han Solo. As the story comes to and end, the stormtroopers catch up with the group, but Luke has a plan. He records his voice onto a memory stone and uses it to lure the stormtroopers into the Hall of Satabs, where they are immediately put into suspended animation. Luke reflects that they would not have been saved if it hadn't been for the story told by their absent friend, Han Solo. And, Lando adds, he would not have been saved if it had not been for Chrysalla, whom is in the Hall of Satabs right before their very eyes. The Rebels leave Ventooine without the Shadeshine, but with the knowledge that even when he isn't present, Han Solo's life still effects each of them.**

(***Shadeshine***)*

***NOTE: This story first appeared under the same name as the second annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**

- *A Rebel assault force, using TIE fighters acquired on Bazarre, attacks the Imperial base known as Spindrift. The team, led by Luke Skywalker and including Shira Brie, finds encoded information at the base about the Empire's plans to build a secret armada of Star Destroyers even greater than the Death Squadron led by Darth Vader's* Executor*. They take the information back to the Rebel base on Arbra, where Shira requests leave to visit her home. When Leia Organa refuses to grant the request for security reasons, Luke Skywalker agrees to go along, with several other escort team members, to ensure Shira's safety and the Arbra base's secret location. Aboard the flagship of the Imperial armada, Admiral Giel learns of the Rebels' assault on Spindrift, but he sees it as not being much of a threat. Luke, Shira, and the others arrive on Shalyvane, Shira's home planet, and head*

*for the city of Chinshassa. Shira heads to the Circle of Kavaan alone and drops a bit of her blood upon a stone in the center. At that moment, a group of nomadic barbarians attacks the group. During the fray, Shira tells the others who the barbarians are. It seems that back when Shira lived there as a child, there was a band of nomadic barbarians who wandered the world, apparently with no other goal than the total genocide of the human population. Wars between the two species went on for years until the barbarians sued for peace. When the humans gathered at the Circle of Kavaan, however, the area was destroyed by a squadron of Imperial TIE fighters. Shira escaped into tunnels under the city. She had later learned that the barbarians had struck a deal with the Empire by telling the Empire that Shira's village was in league with the Rebel Alliance. Shira, outraged, left the planet and joined the Rebellion. She had come back to the planet to add her blood to that of her murdered family in remembrance of them. Luke hears the story and decides that they should try to escape using the same tunnels Shira had used years ago. Using R2-D2, they find an entrance, but the tunnel entrance collapses after Shira jumps in alone. The Rebels are about to be beaten when Shira (having escaped the tunnel through its other end) arrives in her X-wing to scatter the barbarians. Saved, the heroes return to Arbra.**

(***Shira's Story***)*

***NOTE: This story first appeared (in an unabridged version) under the same name as issue #60-63 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**

- *Prince Xizor replaces most of his Star Viper fighters with the slower but more sturdy Supa Fighters.*

  (conjecture based on *Iron Fist* via *TimeTales*, verbatim)
- *Imperial Lieutenant Virar Needa begins service on Orbital Solar Energy Transfer Satellite 2711 over the planet Coruscant.*

  (conjecture based on *Wedge's Gamble* via *TimeTales*, verbatim)
- *Jodar Frein, an Alliance Lieutenant, is placed in command of Sandwind Team.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)
- *During a mission using stolen TIE fighters, Imperial Intelligence spy Shira Brie (sent by Darth Vader and Intelligence Director Isard) is shot down by Luke Skywalker's friendly fire when transmissions from the target Star Destroyer disable friend/foe identifiers. Her "fellow Rebels" presume her dead, but due to her altered physiology, she survives. Her mangled body is taken back to Coruscant, where cybernetics are added to save her. She then begins training under Darth Vader in the Dark Side, seeking revenge. From this moment forward, Shira is dead. She is now Lumiya.*

  (conjecture based on *Lumiya: Dark Star of the Empire* and *The Emperor's Pawns*)
- *After a Rebel raid on Golrath Station, Luke Skywalker's X-wing is damaged and he must divert to Beheboth to escape the pursuing TIE fighters.*

  (conjecture based on *Classic Star Wars: A Long Time Ago . . .*--"The Water Bandits")
- *On Beheboth, Luke Skywalker is still pursued by Imperials. Knowing that he needs a fresh supply of food and supplies, Luke heads for the local trading post, Garrotine. He enters a local restaurant and asks if he might purchase food and water, and the man in charge says "yes" to food, but "no" to water. When Luke retorts that Galactic law requires that water be shared with those in need of it, citing Tatooine as an example, other customers realize that Luke's cover about being "from the North" is a lie, and jump him, assuming that he is a brigand, a member of a group of local raiders. The men are stopped by Darial Anglethorn, leader of the local resistance to the brigands. She takes Luke to her large moisture farm, so he can help her before he leaves the planet. He agrees,*

*knowing how hard his uncle Owen and Aunt Beru had it on their moisture farm. That night, a strange mist enters the area, knocking out the moisture farmers and allowing the brigands to attack. Luke awakens to find Darial gone, prisoner of the brigands, and sets off for the brigand base to save her. Upon arrival, Luke is captured and brought, with the captive Darial, before the brigand leader, Gideon Longspar. There they learn that the "mist" was actually part of a vaporous collective organism/species known as the Tirrith. Longspar holds a large portion of the Tirrith captive, using it as a hostage to force the rest of the Tirrith to do his bidding. Luke and Darial are placed in a cell, but with the help of the Tirrith and the Force, they escape and make their way to the main Tirrith container. Longspar arrives and attacks them with Luke's lightsaber, accidentally freeing the rest of the Tirrith. Luke takes advantage of the distraction and knocks Longspar out, taking back his lightsaber. ON their way out, they are confronted by Longspar's forces, and Darial is forced to destroy several canisters of precious water to flood the area and defeat the brigands. Days later, back at Darial's moisture farm, Luke learns that the Imperials have left the system, so he prepares to leave. The Tirrith arrives and assures Darial that everything will be well, just as another portion of its vaporous collective seeds the clouds and causes it to rain on Beheboth for the first time in years. Luke leaves the planet and heads back to the Rebel fleet.**

(***The Water Bandits***)*

***NOTE: This story first appeared under the same name as issue #66 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**

- *Luke Skywalker, Lando Calrissian, Chewbacca, Leia Organa, and the droids head for Belderone from a secret (or so they think) Rebel base on Kulthis. Upon arrival they are met by secretive townsfolk and two young men, Barney and Flint. Flint notices Luke's lightsaber and takes an extreme interest in the group, since his own father had been a Jedi Knight. When they mention having come from Kulthis, though, the majority of the people gathered around the* Millennium Falcon *retreat back to the city. It seems that the Imperial-controlled planet are more than a little wary of having a planet with Rebel sympathies so close, let alone a rumored Rebel base. When a woman reports the new arrivals to Imperial General Andrid (who has no love for Darth Vader, who is leading the Imperial forces in the system), Andrid decides to send three assassins after the group. The assassins fail that night, leading to two of them dead at Rebel hands and one at his own. The Rebels are now aware that the Empire is onto them, and Darth Vader knows they are aware, due to an intercepted transmission from an Imperial agent to General Andrid. Vader executes Andris and then heads to the surface with Colonel Maldrod. As Luke and Chewbacca head to Kulthis for reinforcements, Leia and Lando, led by Flint and Barney, head for the construction area where the people of Belderone are forced to build Imperial war machines. Upon arrival, they find several AT-ATs active and preparing to be picked up for a raid on Kulthis. As Barney and Flint lead one AT-AT away using a hovercar, Leia and Lando work their way into the underground staging area and steal an AT-AT. Luke arrives with a squadron of X-wings and, together with Leia and Lando's AT-AT, the AT-ATs are defeated by the Rebels. One AT-AT remains, though. It is the one being led away by Flint and Barney. When their hovercar crashes and they are knocked unconscious, the AT-AT continues on its path of destruction, right to the boy's home town. When Flint finally awakens, he believes Barney to be dead and rushes home to find his town destroyed and his mother dead. Amid the rubble, he meets Darth Vader, who has sensed the Force-sensitivity Flint has inherited from his father. Vader takes Flint off Belderone. Shortly thereafter, the AT-AT has been stopped and the Rebels prepare to leave. Their newest member, Barney (battered but alive) hopes Flint will be okay somehow. Aboard Vader's* Executor,

*Flint, wearing Stormtrooper armor, takes one last look at a picture of him and his mother, then boards an Imperial shuttle with the rest of the Stormtroopers.**

(***The Apprentice***)*

***NOTE: This story first appeared under the same name as the third annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

- *Tobbi Dala is captured by slavers. At about the same time, Dengar is captured by Fenn Shysa.*

(conjecture based on *Classic Star Wars: A Long Time Ago . . .* --"The Search Begins")

- *Luke Skywalker, Lando Calrissian, Leia Organa, Chewbacca, R2-D2, and C-3PO head out to search for Boba Fett and rescue Han Solo. Leia and C-3PO decide to track down Dengar, who apparently was supposed to be Fett's partner in hunting Solo until Fett found Solo himself. They go to Mandalore, Dengar's last known location, and encounter slavers. The slavers are defeated by a group of mercenaries led by a man who appears to be Boba Fett. Leia calls him by that name and he laughs, revealing his true identity. He is Fenn Shysa. Years earlier, he and his fellow Mandalorian Supercommandos were called into the Clone Wars on the side of the Emperor. When the conflict was over, only 3 of the 212 commandos survived—Fenn Shysa, Tobbi Dala, and Boba Fett (apparently Jaster Mereel AKA Boba Fett had gone to Mandalore after his banishment from Concord Dawn). Fett had left to become a bounty hunter, sick of working for the benefit of others. Fenn and Tobbi had stayed behind to help guard the people of Mandalore. Days ago, Tobbi had been captured by slavers who wish to exchange him for Dengar, whom Fenn managed to capture. Leia knows that Dengar could provide valuable information about Han's whereabouts, so while she eats with Fenn, she has C-3PO free Dengar. She escapes from Fenn (using a kiss as a ploy) and she, Dengar, and C-3PO escape the Mandalorian encampment. Dengar knows who Leia is, though, so he has activated a beacon that brings the local Imperials right to them. There appears to be no escape.**

(***The Search Begins***)*

***NOTE: This story first appeared under the same name as issue #68 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**

- *On Mandalore, the captive Leia Organa and C-3PO are taken to the local slaver base and brought before the Suprema. Fenn Shysa infiltrates the base as a stormtrooper and saves them, agreeing to help them get Dengar if they help him free Tobbi Dala. They find Tobbi, but he is shot (and badly wounded) by the Suprema. Fenn, Leia, and C-3PO must escape alone, while Tobbi causes the destruction of the base, while still inside with the Suprema. The heroes then capture Dengar and learn that Boba Fett* may *be taking Han Solo to the Anga system. Far away, aboard the gambling station known as* The Wheel, *Lando Calrissian and Chewbacca learn the whereabouts of the bounty hunter Bossk, who may also have a lead for them about Boba Fett.**

(***Death in the City of Bone***)*

***NOTE: This story first appeared under the same name as issue #69 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**

- *Prince Xizor's plans toward replacing Darth Vader as the Emperor's right hand man take shape.**

(***Shadows of the Empire Prequel***)*

***NOTE: This story never came to exist. Consider this historical curiosity.**

- *Bounty hunters Dengar and the Boba Fett look-alike Jodo Kast reluctantly team-up to catch an elusive bounty on pirates who have attacked a New Republic vessel.**

(***Dengar and Jodo Kast: Preying for Time***)*

***NOTE: Don't remember this one? Don't be surprised. This information is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these**

stories is *Lightsider*, of course, but this team-up is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.

- *Imperial Rear Admiral Michael Unther speaks at the Duluur Sector Naval Academy during a Fleet Tactics 241 class.*

  (***A World to Conquer***)
- *Near the Kuat Drive Yards, Shannon Vorsoon, a 9-year-old computer slicer, finishes a story about Veni and Vici Ramunee, two Jedi Knights of millennia past, and manages to slice into a Kuat Drive Yards file detailing that six new Star Destroyers (the* Impervious*, the* Penetrator*, the* Inflexible*, the* Indomitable*, the* Inexorable*, and the* Exterminator*) are being built. Her cousin Deen arrives to speak with Johan and Nell, Shannon's parents. He tells her that he's been out "slaying dragons," implying that he's part of the Rebel Alliance. He mentions being on the team adapting the T-47s on Hoth. When they talk about how the Empire destroyed Alderaan to try to kill an idea, Shannon shows Deen the file she sliced into, and he is amazed. That night at dinner, Deen suggests that Nell, who helps run the station's docking area, help him to steal a Colony Class 23669 Power Generator that is meant for Imperial hands and make it look like a computer error. She is appalled and figures out that he's a Rebel. The ensuing anger and conflict within the family grows to the point where Deen is forbidden from mentioning the Rebellion. All seems lost for the Rebel group until Shannon uses her slicing skills to do mess with the loading schedule, allowing the Rebels to take the generator. Shannon stows aboard the Rebel ship, Boo Rawl's* Long Run*. As the Imperials discover the theft and both they and the station workers prepare to fire on the ship, the Rebels pretend Shannon is a hostage, instead of their newest recruit, allowing them just enough time to escape into hyperspace. Shannon has now joined Deen in his mission to slay the Imperial dragon.*

  (***Slaying Dragons***)
- *Imperial slavers, led by Admiral Mir Tork and Dr. Leonis Murthe of the* Azgoghk*, arrive on Gulma and take the local Gulmarid populace as slaves. (To be continued below . . .)*

  (***Boba Fett: Agent of Doom***)
- *A short time before rescue attempts are made to recapture Han Solo from Boba Fett, Guri kills the bounty hunter Boussh.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebellion Era Sourcebook")
- *While on an undercover mission, CorSec officer Hal Horn is brutally murdered by the Trandoshan bounty hunter Bossk in a tapcafe on Corellia, before his son Corran's eyes. Corran captures Bossk, but Imperial liaison officer Kirtan Loor lets the hunter go. Corran is unable to take revenge on Bossk due to Loor's Imperial ties. Horn's body is cremated, and his ashes jettisoned into space between Corellia and Selonia.*

  (conjecture based on *The Krytos Trap* via *TimeTales*, verbatim)
- *In space, the Rebel fleet is attacked by an Imperial force, but manages to win the foray. Aboard the* Executor*, Darth Vader is informed by Emperor Palpatine that he must call off his hunt for Luke Skywalker and deal more directly with the construction of the* Death Star II *at Endor. To do this, he must negotiate with Prince Xizor of Black Sun, whom he loathes. Based on what he observed during Vader's communication with the Emperor during the Hoth debacle, he intends for his hired hands or bounty hunters to kill Luke Skywalker and then blame Vader for the action--a blatant betrayal of Palpatine's wishes. Boba Fett arrives in the Tatooine system but is attacked by IG-88, who wants Han Solo. Fett destroys IG-88B and IG-88C, but must divert to Gall (which is to the Rebel's benefit, as Fett had planted information as a diversion to send the Rebels to Gall, which may be reaching them even has he heads for the world). On Coruscant, Darth Vader hires Jix to capture Luke Skywalker. With the Rebel fleet, Luke, Leia Organa,*

Lando Calrissian, and the others learn that Fett is on Gall. (A small group of traders on Gall were given the information by Vossuk, an information broker.) Along with their hired smuggler Dash Rendar, they head for Gall. The fleet attacks the Imperial vessels in orbit, while the Millennium Falcon *and the* Outrider *head for the spaceport to find Fett. On the surface, Fett has trouble of his own, narrowly escaping Bossk, 4-LOM, and Zuckuss (the latter two of whom are working for Rebel Special Forces now), along with another group of ruffians who are distracted when they attack Vossuk and his companions as part of a decoy Fett set up. As they reach the spaceport, Dash takes the* Outrider *and leaves (since he was paid to guide, not shoot) and Fett escapes. In space, an X-wing is taken over by its astromech and it attacks Luke. The astromech, it seems, was programmed by a Black Sun operative to assassinate Luke. Luke decides to return to Tatooine and Obi-Wan Kenobi's hut to hide and build a new lightsaber. On Tatooine, Jix cons (and survives) his way into Big Gizz's swoop gang. Leia decides to infiltrate Black Sun to learn who is after Luke, while, on Tatooine, Dash arrives, hired by Leia to protect Luke. Shortly after Luke finishes building his new green lightsaber, the swoop gang attacks, but between Jix trying to save Luke for Vader, Dash trying to save Luke for Leia, and Luke trying to save himself, the swoop gang is defeated. As the dust clears, a Rebel message pod lands bearing a message for Leia. Luke listens to it and learns that Koth Melan and the Bothan spies have uncovered information about the* Death Star II *and know the location where the ship carrying the plans for that station will be open to ambush. The ship is alone, despite the objections of Darth Vader, who is unaware that Palpatine has hired Xizor to transport it specifically so that the Rebels can find it and walk into a trap. Luke and Dash intercept the* Suprosa *and Dash steals the plans. Luke then heads for Melan's base on Kothlis, but are attacked by Skahtul's bounty hunters. Luke is captured. Leia contacts Avaro, Greedo's uncle, and then meets with Xizor's Human Replica Droid (HRD), Guri, who provides them with disguises (as Boussh and Snoova). They go to Coruscant and meet Xizor, who tries to use his Falleen pheromones to seduce Leia. Vader heads to Kothlis to take Luke back to the Emperor, but Luke manages to escape with Lando (who had been told of Luke's predicament by Dash). When Vader arrives, he learns that Xizor has ordered Luke's death. Vader then is contacted by Jix, who tells him that the orders were masked to make people believe that Vader ordered Luke's death. At Coruscant, our heroes make their way through the sewers to rescue Leia and Chewbacca. They meet up with Leia and make their escape, but not before Luke must face off with Guri. Guri nearly dies when the explosives planted by the Rebels destroy Xizor's palace, but she manages to escape with a paraglider. Xizor also escapes and heads for his skyhook. Xizor orders a full-scale attack on the heroes (aboard the* Millennium Falcon *and* Outrider*) as Vader arrives, followed shortly by Rogue Squadron. The three-way battle ends in Vader ordering the skyhook (with Xizor aboard) destroyed, the* Falcon *and Rogue Squadron escaping, and Dash appearing to die, but actually escaping into hyperspace. Shortly thereafter, Fett arrives on Tatooine (after having repeated run-ins with the other bounty hunters) and delivers Han to Jabba the Hutt. Elsewhere on Tatooine, Luke and the others mourn Dash and prepare to infiltrate Jabba's palace as soon as possible. At Endor, Vader arrives aboard the* Executor *to oversee mid-stage construction of the* Death Star II*--the trap for the Rebellion has been set.*

(***Shadows of the Empire, et al***)*

***NOTE: By "et al" here, I am including the SOTE novel, SOTE comics, SOTE video game (beaten on Jedi difficulty), *Battle of the Bounty Hunters*, and any other SOTE crossover materials. This includes the unlisted mini-comics that came with several of the toys, as their status is unclear, since they tell the same story in vastly different wordings and the like.**

- *While Vader is preoccupied with Black Sun, one of the Emperor's grand admirals finalizes his plans for a daring, but ultimately doomed, coup d'etat. Immediately after Xizor's death, Grand Admiral Zaarin attacks Vader's fleet in the Ottega*

*system and captures the Emperor's private shuttle on Coruscant. Zaarin's plot (including a plot to use Arden Lyn to kidnap Palpatine which was foiled in part by Maarek Stele) is defeated by loyal Imperial forces, but the traitor manages to escape to the Outer Rim. Soon afterward, Zaarin is eliminated by Grand Admiral Thrawn, whose promotion is made official.**

(conjecture based on *The Essential Chronology* and *The Emperor's Pawns*)*

***NOTE: This is an exact quotation from *The Essential Chronology*, with the exception of past tense being changed to present tense and the Arden Lyn info. This is the *only* way that the Apocryphal *TIE Fighter* game fits into the Official Continuity. As I'd been saying for years, the actual stories in the game are Apocryphal. Only events similar to them occur, and in those instances, only what is specifically said in the Official Continuity is included. Kevin J. Anderson and Daniel Wallace have laid this question to rest in *The Essential Chronology*, weaving in the few Official elements into other Official Continuity events, while pointedly leaving out the Apocryphal events of the series, such as the games portrayal of Thrawn's promotion to Grand Admiral 1 – 2 years after Timothy Zahn apparently assumes he was promoted, due to his being a Grand Admiral in *Side Trip*. For those who will argue that the EC confirms the *TIE Fighter* version of his promotion on page 72, I'd remind you that it also completely refutes it and supports the Official Continuity point of view on page 59. Only one can be true, and only the Official Continuity version is supported by surrounding materials of the time period.**

- *Having helped save Palpatine from Arden Lyn's kidnapping plot, Maarek Stele is discovered to have Force potential. The Prophets of the Dark Side begin to train him. As he learns to use his starfighter much like a Dark Jedi uses a lightsaber, the Emperor makes him his newest hand, granting him the title rank of Ta.*

  (conjecture based on *The Emperor's Pawns*)
- *Having been blasted apart during the mission to save Han Solo, 4-LOM is rebuilt by Zuckuss, but his idealism is gone.*

  (conjecture based on *How the Other Half Hunts*)
- *Evar Orbus, Max Rebo, Snit, and Sy Snootles arrive on Tatooine and plan to get a gig at Chalmun's Cantina. They are met by Figrin D'an and the Modal Nodes, who try to kill them in order to make sure that they don't take away the Modal Nodes' job at the cantina. Orbus is killed. The other three escape. Shortly thereafter, Snit tells them to start calling him Droopy McCool. After a little while, the band is approached by Naroon Cuthas, who takes them to Jabba's Palace for an audition. They get the job, but since Max is the spokesman (though Sy runs things), Max agrees to let them be paid in food. Sy is then approached by a contact of Lady Valarian (and quite a few others) and begins working for Jabba (via Bib Fortuna) to uncover assassination or spying plots. (To be continued below . . .)*

  (***And the Band Played On: The Band's Tale***)
- *Annoyed at Max Rebo having them play for* food*, Sy Snootles and Droopy McCool argue with him in Chalmun's Cantina. As they leave, they find that Jawas have stolen their van and instruments, so they go to hunt down the Jawas. They find the Jawas but are about to be killed by the scavengers until a droid-like bounty hunter arrives and saves them. It turns out that it is not a bounty hunter, but a nutty harmonica player wanting an audition. Max can only laugh. (We can assume that this player never made it into the band by what we see in* Return of the Jedi*).*

  (***Stop that Jawa***)
- *Malakili has grown quite attached to Jabba's rancor. After the rancor is forced to battle Caridian arachnids, Malakili begins to understand that Jabba only considers the rancor an amusement, and does not care for it in the least. He takes the rancor for a walk (yes, a walk) and it ends up killing a bantha after being attacked by some Tusken Raiders. After learning of this, Jabba the Hutt puts out a call for anyone to bring him a krayt dragon for the rancor to fight. Malakili believes this could kill the rancor, so he begins planning an escape with the beast. He goes to Lady Valarian and offers the secrets of Jabba's Palace to her if she will help him procure a freighter to escape with the rancor. She agrees. (To be continued below . . .)*

  (***A Boy and His Monster: The Rancor Keeper's Tale***)

- *Dengar and Manaroo arrive on Tatooine. Dengar leaves Manaroo in Mos Eisley when he goes to Jabba's Palace, but she is captured and taken there to be a dancer. Dengar learns this and, through the Attanni, knows he loves her and cannot leave her. He decides that Jabba must die. He begins helping Tessek with bomb parts, which he will get to him through Barada. (To be continued below . . .)*

  (***Payback: The Tale of Dengar***)
- *IG-88A's fake Imperial ships destroy the convoy bearing the real* Death Star II *computer core, along with Gurdun. The fake Imperial ship and the duplicate core (with IG-88's sentience in it) is shipped the rest of the way to the* Death Star II*. (To be continued below . . .)*

  (***Therefore I am: The Tale of IG-88***)
- *Lando Calrissian and Chewbacca (under the guise of Captain Drebble and his unnamed Wookiee companion), arrive on Arcan IV, hoping for clues as to where Han Solo is at the moment (since they have yet to hear for certain that he is at Jabba's Palace). They meet a group of pirates who are wanting to make good on a huge plan they've been working on, but need two artifacts, the Minstrel and the Dancing Goddess in order to do it. Lando tries to convince them that they should rescue Han because he was great at finding old artifacts, but when Lando slips up and calls the Wookiee "Chewie," they turn on him and they must escape, but not before learning that Han* is *definitely at Jabba's Palace. They make it most of the way back to their ship,* The Cobra*, before Sanda, the female of the group, catches up to them and sees that Lando already has the Minstrel. She freaks out, takes it, and kills her compatriots out of greed. Lando and Chewie escape from Arcan IV, all the while laughing about how Lando won both the Minstrel and Dancing Goddess in a card game a while back, and wondering just what the scoundrels' plans were for the artifacts.**

  (***The Big Con***)*

***NOTE: This story first appeared under the same name as issue #79 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**

- *Luke Skywalker, Leia Organa, R2-D2, and C-3PO are searching for Tay Vanis, a Rebel agent who has recovered Bothan spy datatapes that supposedly hold sensitive Imperial information. They are on an Imperial-controlled planet where he is suspected to have last been seen. When they ask a local droid manifest worker, LE914 (Ellie) to look up his name in the computer records, it sets off an alarm that sends stormtroopers after them. When Ellie saves C-3PO's life, they escape with Ellie and take the* Millennium Falcon *to Vanis' last known destination. They find his downed X-wing and discover a holographic recording on-board. In it, Tay Vanis tells whichever Rebel happens to be listening that they crashed on the planet while fleeing with the Bothan tapes, but his partner, Yom Argo, has gone for help (the rescue never came because Argo was shot down in Lashbane). He mentions that he has placed the tapes in his droid, Ellie, and she has instructions to destroy them after two days (days which have long since passed). They break into the local Imperial prison to find Vanis, but instead find a withered man, tortured by Imperials and Darth Vader himself. They receive a recorded message from Vader claiming this is a "gift" for Luke. Ellie enters and sees her master. She gives the holotapes (which she did not destroy because she believed in Vanis and Vanis believed they would be rescued) to the others and asks them to leave. When they do, she cuddles up to Vanis' vegetative body and self-destructs. On the way out, the others find the base's main power core and set it to self-destruct as well, a final monument to the great Tay Vanis and his loyal Ellie.**

  (***Ellie***)*

***NOTE: This story first appeared under the same name as issue #80 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**

- *Lando Calrissian is captured by Bossk, 4-LOM, Dengar, and Guchluk and brought before Quaffug the Hutt, who is still angry that Lando once won his ceramowerx complex from him. Quaffug bets Lando over Lando's survival in a hunt, with him as the prey and the bounty hunters as the predators. If Lando survives, he can leave freely. Lando evades the hunters, finally entering Jokhalli territory and being taken into their village. The Jokhalli are compulsive game casters, so Lando gambles with them and wins their aid in capturing the bounty hunters. They bring the hunters back to Quaffug and the leader of the Jokhalli wants to kill Quaffug. Lando doesn't wish for the Alliance to take the rap for it, so he battles the Jokalli warrior to the death (which actually ends in the warrior getting subdued, not killed) and wins Quaffug's life. Out of "gratitude," Quaffug gives Lando a no-questions-asked recommendation into the Hutt Guardsman' Guild, which Lando knows may be his only way to infiltrate Jabba the Hutt's palace and save Han Solo.*
  (***The Bounty Hunters: Scoundrel's Wages***)
- *With Cloud City on Bespin and its Tibanna black market closed, the Rebel Alliance sends a scouting party to search for planets from which to procure Tibanna. The team ends up in the gas giant Taloraan, which is rich in Tibanna gas when their ship is disabled and they must take refuge with the Denfrandi clan, a group of humans who had been stranded on Taloraan years ago, and now live with the flying creatures. They are led by Laspevar, who tells the Rebels of another person who came aboard a flying machine, but was taken by the Wind Raiders (led by Genogri) and killed for his ship. The Wind Raiders have been attacking the Denfrandi and the Rebels, knowing they'll need the captured ship to get off the planet, are initiated into the clan and encourage the Denfrandi to strike the Wind Raiders. The Raiders are finally dealt a major blow and the Rebels get off the planet aboard the dead spacer's ship.*
  (***Wind Raiders of Taloraan***)
- *Ma'w'shiye deserts the Rebel Alliance.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *Imperial Governor Stant Rosswell of Indu San is replaced by Governor Ekam Ouwray.*
  (conjecture based on *Kella Rand Reporting*)
- *Bryce Agoris deserts from the Rebel Alliance.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #6)
- *Shanto Dhil, mayor of Port Bianco in the Tapani Sector, discovers a corusca gem-trafficking operation (being run by House Calispa), but is unable to trace its source.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Mining Guild officer Emily Janse joins The Chamber to avoid paying tariffs from her mines.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Damara Decrilla represents House Mecetti in the Vor-cal hunt. In the same hunt, Annora Calandra replaces Derel Volk for House Cadriaan. Cadriaan also employs a team of Rebels to discover the motives of House Melantha.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, paraphrased)
- *Trevas Jotane, a handsome young man was, to all outward appearances, a Knight of House Calipsa. In reality, he was an agent of the Imperial Security Bureau who was working in Tapani Sector in search of Adana Vermor, during the period leading up to the Battle of Endor. He arranged for Dunell and his Justice Action*

Network terrorists to raid the Unification Gala on Barnaba, in an effort to murder Vermor in the resulting confusion. However, Jotane failed to see that the JAN terrorists wanted Vermor for themselves, and she was cleared of any suspicion in the wake of this discovery. Jotane, his career in shambles, was reassigned to other cases.

(conjecture based on *Star Wars: The Roleplaying Game*—"Tapani Sector Instant Adventures" via *TimeTales*, verbatim)

- *Gart, a spacer who knew the location of the ganjuko graveyard, is captured by ISB agents on Kothlis. He is interrogated and then replaced by ISB agent Cladus Glynn.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Shadows of the Empire Planet Guide" via *TimeTales*, paraphrased)
- *The Bothans begin to grind the Froffli light-machinery industry to dust.*

  (conjecture based on *Specter of the Past* via *TimeTales*, verbatim)
- *Captain Tresk Ortola receives his first command aboard the Corellian Corvette* NovaFlare*.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Jedi Academy Sourcebook" and *Jedi Search* via *TimeTales*, abridged)
- *Nile Audo begins to work for Mal Biron on Nwarcol Point.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, abridged)
- *Corporal Janse, a former BlasTech employee and expert marksman, defects to the Rebel Alliance, bringing with him several stolen BlasTech A280 rifles.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Rebel Alliance Sourcebook," *The Last Command*, and *Star Wars Customizable Card Game: Endor Expansion Set* via *TimeTales*, paraphrased)
- *While investigating an Imperial project known as Death-Hunter, the Alliance Intelligence agent known as Tigress breaks contact with the Alliance. Crix Madine informs Colonel Dursa Conegan, who sends a Special Ops group to find Tigriss and discover the truth behind Death-Hunter. The agents arrive on Jaemus, where droid vessels linked to the project were sent. On Jaemus, they encounter R2-B4, Tigress' astromech, who gives them a message from her. She tells them to go to where the droid vessels are in the hands of Renikco (which they recognize is part of Renik, an Imperial Counter-Intelligence organization). They find the vessels and discover that they seem to be made for one passenger, but they are soon discovered by Imperials and forced to flee. R2-B4 then gives them another recorded message. Tigress tells them to go to Bescane, where kidnappings related to Death-Hunter have been carried out. They are to meet a contact, Cooper Dray, on Bescane in Lumchugger's Hub. Upon arrival in Lumchugger's Hub, the group saves two women from what appear to be slavers, and one, in gratitude, points them to the Arcade Omicron, where they meet Cooper Dray and his swoop gang, Cooper's Swoopers. Company enforcers (in league, it seems, with Imperials) arrive and attack. The group an the swoop gang escape into the streets, but Dray, due to his age fitting the profile of a kidnapping candidate, is captured by Imperials. After Dray is gone, Tigress appears and tells them that he is probably being taken to Moff Jesco Comark. Tigress then reveals herself to be Lady Amber Comark, the Moff's daughter. They seek out the forger known as "Lucky" Ordomire, in order to get clearances to head for the Wastes, where Imperial projects like Death-Hunter are being worked on. After a cyborg acting like a bounty-hunter (but with far more brainwashed single-mindedness), the product of Project Death-Hunter, attacks the group and Lucky as well, Lucky is happy to help them out in return for his escape. Unfortunately, Amber has been kidnapped herself by the Death-Hunter. After some creative bribery, the Special Ops group heads for Zeta Zero Nine, where Death-Hunter's homebase is located and where Amber is being taken. Upon arrival, the team is captured and taken*

below the planet's surface, where they are placed into custody. Comark tells them that he is wanting to use Death-Hunters to replace greedy bounty hunters as Imperial enforcers, but no sooner does he reveal his plan than does a body fall from above. It's a guard, killed by Amber, who was taken back for her safety, but who is now openly showing her father that she's in league with the Alliance. She and the team escape (with a thankful Dray) in the nick of time, just as concussion missiles they fire from their submersible destroy the Death-Hunter base. As they leave Zeta Zero Nine, Amber can only mourn for her father, warped as he was, and wonder if this is truly the end of the Death-Hunter project.

(***Death-Hunter***)

- *Aboard High Inquisitor Tremayne's ship, the* Interrogator*, Captain Jovan Vharing awaits Tremayne in Tremayne's chambers, to report on a failure caused by Senior Lieutenant Leeds. When Tremayne arrives, he takes no mercy on the captain, Force-choking him to death. As Vharing dies, he remembers back to when he came aboard after the execution of his mentor, Captain Nolaan, and has an out-of-body experience where he finds himself viewing the bridge before his spirit moves beyond this plane of existence. The crew doesn't bat an eye as they proceed in their mission, and stormtroopers get rid of Vharing's body.*

(***The Longest Fall***)

- *Salacious Crumb lures Melvosh Bloor of Beshka University to Jabba the Hutt's throne room as entertainment for Jabba. Jabba finds it highly amusing to feed Bloor to his rancor.*

(***That's Entertainment: The Tale of Salacious Crumb***)

- *While hunting a Yootak on the forest moon of Endor, Grael of Tribe Panshee is nearly defeated by the creature, but is saved by Rebel Alliance scout Captain Junas Turner. The two begin conversing as best they can with two different languages, until a group of Imperial scouts catches them. They are sent to a prison on the planet Balis-Baurgh By imitating the sounds of security and controller droids with his flute, Grael manages to free himself and Junas. They escape in an Imperial shuttle and head back to Endor, vowing to return for the other captive Rebels as soon as they can. (To be continued below . . .)*

(***Escape from Balis-Baurgh***)

- *Using the recommendation to the Hutt Guardsman's Guild that he got from Quaffug, Lando Calrissian participates in a survival game set up by Jabba the Hutt. It is through this game that Jabba will determine who he takes as a guardsman. Lando, as Tamtel Skreej, faces several challenges, all with Boba Fett as referee. First, he leaps a pit holding the rancor. Next, he has to defeat the palace holochess champion (a Wookiee) and live. Third, he has to steal a helmet from a sleeping Gamorrean guard. Last, he has to sneak into a krayt dragon lair and steal three eggs. Having completed these challenges, he and two other finalists are brought before Jabba. Lando/Tamtel bows and pays respects, which causes Jabba to kill the other two for their lack of the same courtesy. Lando is officially accepted as Jabba's new guardsman.*

(***The Gambler's Quest***)

- *Nima'tar, a Twi'lek slave of Jabba the Hutt, sees Oola arrive as her replacement and believes she will soon be killed. She uses this as motivation to escape, and Lando Calrissian, as Tamtel Skreej, doesn't stop her. She later uses information from her time as a slave in her university thesis.*

(***The One That Got Away***)

- *The Rebel Alliance fleet begins gathering near Sullust in preparation for an attack on the* Death Star II*.*

(conjecture based on *Star Wars: Episode VI*--"Return of the Jedi")

- *Bib Fortuna learns from his B'omarr monk contacts that his friend Nat Secura is to be fed to the rancor. Bib races to Jabba's audience chamber and convinces the Hutt to wait two days. Bib then takes Nat from his cell and has the B'omarr*

monks transfer his brain to a jar. Jabba then drops the body in with the rancor, which destroys it, but Bib had promised Nat a clone body, so it is of little import. Later, Nat is given a brain spider to walk in. (To be continued below . . .)

(***Of the Day's Annoyances: Bib Fortuna's Tale***)

- *Cynabar releases* Cynabar's Droids Datalog *version 4.7.220 to the galaxy. The datalog covers various droid classifications and models and is a revamp of the last version, which once again generated enough fan response to justify a new edition. (Exact date: 38:3:2:05, i.e. 2 Selona 3 ABY)**

(***Cynabar's Droid Datalog Version 4.7.220***)*

***NOTE: This story isn't much for non-RPG players, but I like it simply because of the backstory of the *Datalog* being so close to that of my creation of the SWT. With interest comes expansion, right?**

- *After killing some of Jabba the Hutt's goons in Mos Eisley, Dannik Jerriko makes his way into Jabba's Palace. (To be continued below . . .)*

(***Out of the Closet: The Assassin's Tale***)

- *Mara Jade is sent to Tatooine to kill Luke Skywalker. To do so, she infiltrates Jabba the Hutt's palace as a dancer-for-hire named Arica. (To be continued below . . .)*

(***Sleight of Hand: The Tale of Mara Jade***)

- *The Ssi-Ruuk attack Bakura.*

(conjecture based on *Truce at Bakura*)

- *The "Hammers" Elite Armor Unit is placed back on the active duty roster.*

(conjecture based on *Special Military Unit Intelligence Update*)

- *Kira Lar is assigned to General Crix Madine's personal staff.*

(conjecture based on *Star Wars: The Roleplaying Game* profile for Kira Lar, found on the Wizards of the Coast website)

- *Chiraneau is promoted to Admiral by Admiral Piett and placed aboard the* Executor *as communications expert.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *The continent Raltez finishes forming on Kriekaal.*

(conjecture based on *The Official Star Wars Adventure Journal* #13 via *TimeTales*, paraphrased)

- *Kin Kian is transferred from Aggressor Wing to Rogue Squadron.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Crix Madine recruits Midge to serve as a technician during the Endor moon operation.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Keir Santage is rescued from an Imperial detention facility by Wedge Antilles and soon joins Rogue Squadron as a supply officer.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Karie Neth, a member of Rogue Squadron, temporarily begins flying with Gray Two to replace a deceased Bothan gunner.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Marnor is promoted to Rebel Alliance Corporal and given command of mechanics aboard* Home One.

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Rebel Alliance forces make a raid on the Imperial Academy at Carida, which includes Grey Squadron's Lieutenant Telsij, who survives.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *Ten Numb joins the Rebel Alliance.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)
- *Various Imperial military assignments are made in preparation for Palpatine's trap at Endor. The first TIE Defender squadron, Onyx Squadron, is readied for battle. Obsidian Squadron has been called in from Cloud City to defend the* Death Star II*. The prestigious Saber Squadron, led by Soontir Fel and Phennir, is assigned to defend the* Avenger*. Scythe Squadron is assigned to defend the station's interior. The Emperor's Shield Squadron is assigned to protect Palpatine's shuttle during his forthcoming visit. The Scimitar TIE bomber Squadron is charged with protecting the shield generator. Major Mianda is put in command of all TIE fighter squadrons defending the station. All in all, the strategic placement of squadrons for the Battle of Endor is in motion.*
  (conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

Imperial Garrisons (AJ12 short story: Timothy S. O'Brien)

Imperial Garrisons (AJ12 short story: Timothy S. O'Brien)
- Standard Battle Garrison Theory
- Models
- Perimeter, Defenses, and Design
- Garrison Layout
- Personnel
  - Army
  - Navy
  - COMPNOR
  - Imperial Intelligence
  - Stormtrooper
  - Staffing Policy
  - Droids
- Vehicles
- Multiple Garrisons
- Local Community and Social Issues
- Military Issues
  - Seizure
  - Alternate Tactics
- Questions?
- Major Qol's Transcript Notes

Of Possible Futures: The Tale of Zuckuss and 4-LOM [continued] (TOTBH short story: M. Shayne Bell)

Of Possible Futures: The Tale of Zuckuss and 4-LOM [continued] (TOTBH short story: M. Shayne Bell)

The Emperor's Trophy (SWGM11 short story: Peter Schweighofer)

The Emperor's Trophy (SWGM11 short story: Peter Schweighofer)

Special Ops [continued] (AJ short stories: John Beyer & Kathy Burdette)

Shipjackers (AJ13 short story: John Beyer & Kathy Burdette)
Drop Points (AJ14 short story: John Beyer & Kathy Burdette)

The Battles of Taul (AJ short stories: Gary Haynes)

Uninvited Guests (AJ1 short story: Gary Haynes)
Return to Taul (AJ2 short story: Gary Haynes)

Surprise Visit (AJ4 short story: Stephen Crane)

Surprise Visit (AJ4 short story: Stephen Crane)

Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)

Payback: The Tale o-f Dengar [continued] (TOTBH short story: Dave Wolverton)
- Three: The Loneliness

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)
Endor Entry
Cloud Cover (G3 short story: Bill Slavicsek)
Cloud Cover (G3 short story: Bill Slavicsek)
Trouble in the Clouds
Chaos on the Promenade
Doing Some Legwork
Monster in Room 564
Escape from Cloud City
Race to the Cargo Bay
The Civilian Assembly
Ambush in the Sky
The Adventures of Stevan Makintay (AJ short stories: Carolyn Golledge)
Firepower (AJ8 short story: Carolyn Golledge)
Desperate Measures (AJ10 short story: Carolyn Golledge)
Ewoks: The Battle for Endor (telemovie: Ken Wheat & Jim Wheat & George Lucas)
Ewoks: The Battle for Endor (telemovie: Ken Wheat & Jim Wheat & George Lucas)
Classic Star Wars: A Long Time Ago . . . [continued] (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)
The Last Jedi (comic: Mike W. Barr)*
***NOTE: This story first appeared under the same name as issue #49 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**
The Crimson Forever (comic: Archie Goodwin)*
Chapter I
Chewbaca's Story: Rage in the Red Nebula!
Against the Scarlet Night
***NOTE: This story first appeared under the same name as issue #50 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #2 and made a part of the Official Continuity.**
Resurrection of Evil (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as issue #51 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**
To Take the Tarkin (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as issue #52 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**
The Alderaan Factor (comic: Randy Stradley)*
***NOTE: This story first appeared under the same name as issue #86 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**
Sundown (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as issue #58 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**
Bazarre (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as issue #59 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**
Shadeshine (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as the second annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #5 and made a part of the Official Continuity.**
Shira's Story (comic: David Michelinie)*
***NOTE: This story first appeared (in an unabridged version) under the same name as issue #60-63 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was**

reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.

The Water Bandits (comic: David Michelinie)*

***NOTE: This story first appeared under the same name as issue #66 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #3 and made a part of the Official Continuity.**

The Apprentice (comic: Jo Duffy)*

***NOTE: This story first appeared under the same name as the third annual issue of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

The Search Begins (comic: David Michelinie)*

***NOTE: This story first appeared under the same name as issue #68 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**

Death in the City of Bone (comic: David Michelinie)*

***NOTE: This story first appeared under the same name as issue #69 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**

"Shadows of the Empire Prequel" (cancelled novel: Charles Grant)*

"Shadows of the Empire Prequel" (cancelled novel: Charles Grant)*

***NOTE: The move from Bantam to Del Rey apparently ushered in the death throes for this novel. Personally, I find the premise of the *New Jedi Order* more appealing than that of yet another spin-off of SOTE (since we all know how semi-crappy *SOTE: Evolution* was). I don't hear many other SW fans complaining, either.**

A World to Conquer (AJ2 short story: Dustin Browder)

A World to Conquer (AJ2 short story: Dustin Browder)

Approach

Orbit

Defense Tactics

Invasion

Control

The Adventures of the Vorsoons [continued] (AJ/TFTE short stories: Angela Phillips)

Slaying Dragons (AJ9/TFTE short story: Angela Phillips)

Boba Fett: Agent of Doom [flashback] (comic: John Ostrander)

Boba Fett: Agent of Doom [flashback] (comic: John Ostrander)

Shadows of the Empire [continued] (novel/comic series/video game: Ryder Windham & John Wagner & Steve Perry & LucasArts)

Shadows of the Empire Comic (comic series: John Wagner)

Shadows of the Empire, Part I (comic: John Wagner)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Part XII [continued]

Battle of the Bounty Hunters (pop-up comic: Ryder Windham)

Battle of the Bounty Hunters (pop-up comic: Ryder Windham)

Shadows of the Empire [continued] (novel/comic series/video game: Ryder Windham & John Wagner & Steve Perry & LucasArts)

Shadows of the Empire Novel [continued] (novel: Steve Perry)

Chapters 1 – 6

Shadows of the Empire Game (video game: LucasArts)

Part II: In Search of Boba Fett

Cutscene II

Ord Mantell Junkyard

Stage One (The Trains)

Stage Two (IG-88)

Assignment Decoy (SWGM7 short story: Bill Smith)

Assignment Decoy (SWGM7 short story: Bill Smith)

Shadows of the Empire [continued] (novel/comic series/video game: Ryder Windham & John Wagner & Steve Perry & LucasArts)

Shadows of the Empire Game [continued] (video game: LucasArts)
- Gall Spaceport
  - Cutscene III
  - Stage One
  - Stage Two

Shadows of the Empire Comic [continued] (comic series: John Wagner)
- Shadows of the Empire, Part II (comic: John Wagner)

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 7 – 10

Shadows of the Empire Comic [continued] (comic series: John Wanger)
- Shadows of the Empire, Part III (comic: John Wagner)

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 11 – 13

Shadows of the Empire Game [continued] (video game: LucasArts)
- Part III: In Search of Boba Fett [continued]
  - Cutscene IV
  - Mos Eisley and Beggar's Canyon
    - Stage One

Shadows of the Empire Comic [continued] (comic series: John Wagner)
- Shadows of the Empire, Part IV (comic: John Wagner)

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 14 – 18

Shadows of the Empire Game [continued] (video game: LucasArts)
- Part III: In Search of Boba Fett [continued]
  - Cutscene V
  - Imperial Freighter Suprosa
    - Stage One
    - Stage Two
    - Stage Three

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 19 – 25

Shadows of the Empire Comic [continued] (comic series: John Wagner)
- Shadows of the Empire, Part V (comic: John Wagner)

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 26 – 28

Shadows of the Empire Comic [continued] (comic series: John Wagner)
- Shadows of the Empire, Part VI (comic: John Wagner)

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 29 – 35

Shadows of the Empire Game [continued] (video game: LucasArts)
- Part IV: Lair of the Dark Prince
  - Cutscene VI
  - Sewers of Imperial City
    - Stage One

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapter 36

Shadows of the Empire Game [continued] (video game: LucasArts)
- Part IV: Lair of the Dark Prince [continued]
  - Xizor's Palace
    - Stage One
    - Stage Two

Shadows of the Empire Novel [continued] (novel: Steve Perry)
- Chapters 37 – 39

Shadows of the Empire Game [continued] (video game: LucasArts)
Part IV: Lair of the Dark Prince [continued]
Cutscene VII
Shadows of the Empire Novel [continued] (novel: Steve Perry)
Chapter 40
Shadows of the Empire Game [continued] (video game: LucasArts)
Part IV: Lair of the Dark Prince [continued]
Skyhook Battle
Stage One
Cutscene VII
Shadows of the Empire Novel [continued] (novel: Steve Perry)
Epilogue
And the Band Played On: The Band's Tale (TFJP short story: John Gregory Betancourt)
And the Band Played On: The Band's Tale (TFJP short story: John Gregory Betancourt)
How the Band Came to Tatooine
How the Band Came to Jabba's Palace
Stop that Jawa (SWT2 short story: Dave Cooper)
Stop that Jawa (SWT2 short story: Dave Cooper)
A Boy and His Monster: The Rancor Keeper's Tale [continued] (TFJP short story: Kevin J. Anderson)
A Boy and His Monster: The Rancor Keeper's Tale [continued] (TFJP short story: Kevin J. Anderson)
General Dentistry
A Game of Fetch
Lunchtime Beneath the Jaws
In the Monster's Lair
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Payback: The Tale o-f Dengar [continued] (TOTBH short story: Dave Wolverton)
Three: The Loneliness [continued]
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)
Part XIII
Part XIV
Classic Star Wars: A Long Time Ago . . . [continued] (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)
The Big Con (comic: Jo Duffy)*
***NOTE: This story first appeared under the same name as issue #79 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity.**
Ellie (comic: David Michelinie)*
***NOTE: This story first appeared under the same name as issue #80 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**
The Bounty Hunters [continued] (comic series: Tim Truman & Mark Schultz & Randy Stradley)
Scoundrel’s Wages (comic: Mark Schultz)
Wind Raiders of Taloraan (AJ5 short story: James L. Cambias)
Wind Raiders of Taloraan (AJ5 short story: James L. Cambias)
Wildcatters
The Living Sky
Rescue

People of the Sky
Wind Raider Attack!
Among the Denfrandi
Initiation
Lair of the Wind Raiders
Getting to the "Metal Flyer"
Departure and Further Adventures
Death-Hunter (AJ9 short story: Tony Russo)
Death-Hunter (AJ9 short story: Tony Russo)
Rendezvous at Jaemus
Farewell to Jaemus
The Mystery on Bescane
Lumchugger's Hub
The Arcade Omicron
The Backstreet Shuffle
Tigress Appears
To Find the Forger Ordomire
Death-Hunter Revealed
Confrontation on Zeta Zero Nine
Voyage to the Bottom
Detention Level Breakout
A Twist of Fate
Finale
The Longest Fall (AJ11/TFTNR short story: Patricia A. Jackson)
The Longest Fall (AJ11/TFTNR short story: Patricia A. Jackson)
That's Entertainment: The Tale of Salacious Crumb (TFJP short story: Esther M. Friesner)
That's Entertainment: The Tale of Salacious Crumb (TFJP short story: Esther M. Friesner)
Escape from Balis-Baurgh (AJ1 short story: Paul Balsamo)
Escape from Balis-Baurgh [flashback] (AJ1 short story: Paul Balsamo)
The Gambler’s Quest (comic: Robert Rath)
The Gambler’s Quest (comic: Robert Rath)
The One That Got Away [continued] (SWT8 short story: Andi Watson)
The One That Got Away [continued] (SWT8 short story: Andi Watson)
Of the Day's Annoyances: Bib Fortuna's Tale (TFJP short story: M. Shayne Bell)
Of the Day's Annoyances: Bib Fortuna's Tale (TFJP short story: M. Shayne Bell)
Cynabar’s Droids Datalog [continued] (AJ short stories: Drew Campbell & Eric S. Trautmann)
Cynabar’s Droids Datalog Version 4.7.220 (AJ14 short story: Drew Campbell & Eric S. Trautmann)
Droid Classifications
Droid Personalities
Second Degree Droids
Third Degree Droids
Fourth Degree Droids
Fifth Degree Droids
The Tales of Dannik Jerriko [continued] (TFTMEC/TFJP short stories: Jennifer Roberson)
Out of the Closet: The Assassin's Tale (TFJP short story: Jennifer Roberson)
Sleight of Hand: The Tale of Mara Jade (TFJP short story: Timothy Zahn)
Sleight of Hand: The Tale of Mara Jade (TFJP short story: Timothy Zahn)

4 ASW4

- *Darth Vader arrives aboard the partially-completed* Death Star II *and informs Jerjerrod that Emperor Palpatine will be arriving soon. On Tatooine, C-3PO and R2-D2 make their way into Jabba the Hutt's palace. They deliver a message from Jedi Knight Luke Skywalker, and are subsequently taken as servant droids. (Lando Calrissian is already undercover in the palace.) Later, C-3PO, now Jabba's interpreter, speaks with a dancing girl named Arica about his belief that Luke would come for them. Little does he know that Arica is actually the Emperor's Hand, Mara Jade. As their conversation ends, Jabba feeds another dancer, Oola, to his rancor. Shortly thereafter, Leia Organa (in her disguise as Boushh, which she received from Guri during the Fall of Xizor debacle), arrives with Chewbacca (as a captive). She soon frees Han Solo from his carbonite "prison," but the two reunited heroes-in-love are captured by Jabba. Han and Chewie share a cell while Leia is made into a slave girl for Jabba. In the cell, Han and Chewie are visited by Boba Fett, who revels in Han's misfortune. The next morning, Luke arrives and demands Han's release. He is captured as well, after killing Jabba's pet rancor, and he, Han, and Chewie are sentenced to be cast into the Pit of Carkoon to be eaten (and digested over 1,000 years) by the sarlacc. Jabba's sail barge and two small skiffs (one bearing the prisoners) head for the Pit of Carkoon. As Luke is about to be pushed into the sarlacc's maw, he somersaults back onto the skiff and receives his newly-built lightsaber, fired from R2-D2 aboard Jabba's sail barge. Lando comes out of cover and the team proceeds to battle Jabba's minions. Han accidentally knocks Boba Fett's jetpack and ignites it, sending Fett into the sarlacc. Luke defeats the minions on the skiffs and proceeds onto the sail barge. Inside the sail barge, Leia strangles Jabba, killing him. R2-D2 then frees her. She heads to where Luke is battling Jabba's forces, while R2-D2 and C-3PO "leap" from the side of the sail barge to safety. Luke has Leia fire the sail barge's own blaster cannon at itself, while he and Leia escape to one of the skiffs, where Han, Chewbacca, and Lando await. They pick up the droids and leave Tatooine. In orbit, their sensors pick up Imperial ships out of visual range to the other side of the planet, apparently there to capture them, but with R2-D2's help, the Rebels sent a message of a raid to Jabba's minions, so the Imperials have their hands full with a swarm of fleeing scoundrels. Luke and R2-D2 head for Dagobah in Luke's X-wing, while the others head for Sullust (and a Rebel Alliance fleet gathering) in the* Millennium Falcon*. Aboard the* Death Star II*, Palpatine arrives. On Dagobah, Luke speaks with Yoda, learning that the Jedi Master is about to die. He also learns that Vader* is *his father. Yoda then passes on into the Force. Luke then speaks with Obi-Wan Kenobi's spirit. Kenobi tells Luke of Anakin Skywalker's fall to the Dark Side, transformation into Darth Vader, and ignorance of his birth. Obi-Wan then tells him that he has a twin sister, who Luke knows, instinctively, to be Leia. At Sullust, the Rebels are briefed by Mon Mothma, Admiral Ackbar, and Crix Madine. They are planning to destroy the* Death Star II *and Palpatine with it. (Unknown to them is the fact that the* Death Star II *plans they received are bait to lure the Rebellion to its doom.) Lando Calrissian will lead the starfighter attack on the station's power generator, while Han leads a team (consisting of Major Bren Derlin and SpecForce operatives) to the forest moon of Endor to knock out the generator station powering a shield around the* Death Star II*. Chewbacca, Leia, and the newly-arrived Luke join Han's team. Han and the others leave aboard the Lambda-class shuttle* Tyderium*, while Lando stays with the fleet and will use the* Millennium Falcon*. The shield generator team lands and makes its way toward the base, but an attack on several Imperial scouts goes awry, leading Luke and Leia to chase after two speeder bikes (military swoops). They manage to take out the Imperials, but Luke and Leia are separated. Leia is found by Wicket W. Warrick, the Ewok, and is taken, as a friend, to the Ewok village nearby. Luke catches up to the rest of the group. Han, Chewie, Luke, C-3PO, and R2-D2 separate from the main group*

to find Leia but are captured by the Ewoks and taken, C-3PO as a god and the others as dinner, to the Ewok village. Luke uses the Force to help C-3PO order their release and they are reunited with Leia. They tell the Ewoks of the horrors of the Galactic Empire, and the Ewoks decide to join them in their fight against Palpatine's forces. Luke tells Leia about their being siblings and that he must face Vader himself. He leaves the group and turns himself in to the Imperials (to a group led by Imperial Major Lesim, whom he has to Force-coerce into taking him to Darth Vader), being brought soon after to Vader himself, who tells Luke that there is no way he can be returned to the Light Side. Luke is brought before the Emperor aboard the Death Star II*, who reveals that the Rebels have walked into a trap and that he intends to make Luke his apprentice. In space, the Rebel fleet comes out of hyperspace to find the shield around the* Death Star II *still operational, along with the station's superlaser, which takes pot-shots at Rebel vessels. On the forest moon, the Rebels are captured by saved by the Ewoks, who then begin bashing the Imperial forces to a pulp. In Palpatine's throne room, Luke retrieves his lightsaber to strike the Emperor down, but instead engages in a duel with his father. On the moon, the team finally brings the shields down. In space, the starfighters begin their run at the* Death Star II *itself. In the throne room, Luke refuses to battle, Vader, and is forced into hiding. When Vader senses Luke's thoughts and learns that Leia is his sister, he suggests that if Luke will not turn to the Dark Side, his sister will. At that, Luke turns to the Dark Side and duels Vader viscously, finally cutting off Vader's hand and having him at his mercy. Palpatine looks on in triumph, but Luke returns to the Light Side (after seeing that he had harmed Vader in anger just as Vader had harmed Luke--both by severing a hand) and refuses to join Palpatine. Palpatine then uses Dark Side Force lightning to attack Luke. He is finally saved when Vader, upon hearing his son's cries, lifts Palpatine and hurls him into the* Death Star II*'s reactor core. Palpatine's body is destroyed (but his spirit escapes on a search for a clone body). Vader--Anakin Skywalker--has been redeemed. In space, Lando, Wedge Antilles, Tycho Celchu, and others head for the* Death Star II*'s power core. Wedge takes out the power regulator while Lando takes out the main core. They race for safety. Aboard the station, Luke speaks with Anakin Skywalker, the father he never knew, and then Anakin passes away. A great Jedi has died, but so has a terrible Dark Lord of the Sith. Luke then takes his father's armored body and escapes the station. Elsewhere, Lando and Wedge escape as well, as the* Death Star II *explodes, destroyed in a ball of flame. On the forest moon of Endor, Leia tells Han that Luke is her brother and kisses him (that is, she kisses Han, not Luke, of course). Later, Luke tends to the funeral pyre of Anakin Skywalker. Across the galaxy, celebrations erupt (on Tatooine, Bespin's Cloud City, Coruscant, and other worlds) in the wake of the news that Palpatine, the dreaded Emperor, is finally dead, along with Darth Vader. The celebration continues on Endor well into the night. After a final unspoken farewell to the spirits of Anakin Skywalker, Yoda, and Obi-Wan Kenobi, Luke returns to the celebration and his friends.**

(***Star Wars: Episode VI*--"Return of the Jedi" et al)***

***NOTE: Luke's creation of his green lightsaber and Vader being sent to Endor in the ROTJ Radio Drama were written off as being events that took place during *Shadows of the Empire* which were rehashed for the Radio Drama to give a bit of introduction to the story. They are not meant to be contradictory.**

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)

Star Wars: Return of the Jedi (novel: James Kahn)

Prologue

Chapters 1 – 9

The Radio Drama Trilogy [continued] (radio drama trilogy: Brian Daley)

Return of the Jedi (radio drama: Brian Daley)

Tatooine Haunts

Fast Friends

Prophecies and Destinies

Pattern and Web

So Turns a Galaxy, So Turns a Wheel

Blood of a Jedi

The Original Comic Adaptation Trilogy [continued] (comic trilogy: Roy Thomas & Archie Goodwin)

Classic Star Wars: Return of the Jedi (comic series: Archie Goodwin)*

Return of the Jedi, Part I (comic: Archie Goodwin)*

Return of the Jedi, Part II (comic: Archie Goodwin)*

***NOTE: This adaptation of ROTJ first appeared as issues 1 – 4 of the Marvel Comics Timeline's *Star Wars: Return of the Jedi* before being reprinted into Officiality.**

The Manga Comic Adaptation Trilogy [continued] (comic trilogy: Hisao Tamaki & Toshiki Kudo & Shin-Ichi Hiromoto)

Star Wars: Episode VI--"Return of the Jedi" (comic series: Shin-Ichi Hiromoto)

Return of the Jedi, Part I (comic: Shin-Ichi Hiromoto)

Return of the Jedi, Part II (comic: Shin-Ichi Hiromoto)

Return of the Jedi, Part III (comic: Shin-Ichi Hiromoto)

Return of the Jedi, Part IV (comic: Shin-Ichi Hiromoto)

CONCURRENT TO SW6

- *While speaking with Melina Carniss, Mara Jade is in the right place to view Luke Skywalker's holo-message to Jabba the Hutt. She makes note of how confident he is, and revises her earlier opinion of him as a relatively easy mark. (To be continued below . . .)*

  (***Sleight of Hand: The Tale of Mara Jade***)
- *After assigning C-3PO as Jabba's new interpreter and R2-D2 to the sail barge, EV-9D9 realizes that the positions they are filling were conveniently vacated just a short while before. She decides there may be a plot against Jabba. She then realizes that the man who helped arrange the vacancies is none other than Tamteel Skreej—Lando Calrissian in disguise. She hurries back to her lab (well, droid torture chamber) and tries to figure out how to keep from being stopped by Calrissian, only to look up and see Calrissian in front of her. Actually, it is 12-4C-41, who is the only one at the palace hunting her down. Forwun blasts her several times and then removes the special wiring and such that allows her to sense pain and other emotions. He then allows the dismantled droids around the room to reanimate and tear her to shreds. Justice, in Forwun's eyes.*

  (***A Bad Feeling: The Tale of EV-9D9***)
- *Ree-Yees checks a computer panel "built" into Bubo to be sure that the latest shipment of goatgrass (which Phlegmin, the kitchen boy, has helped him smuggle*

in, unknowing that the shipments contain bomb parts) has arrived, and then heads back into the palace, where he runs into his co-conspirator Tessek. Tessek sends him on his way. (To be continued below . . .)

(***Goatgrass: The Tale of Ree-Yees***)

- *Malakili informs Porcellus, Jabba's chef, that Jabba has just acquired two new droids and that Jabba suspects that Porcellus is putting* fierfek *in his food. They believe the term means poison, though it really means "death hex." (To be continued below . . .)*

(***Taster's Choice: The Tale of Jabba's Chef***)

- *The Max Rebo Band plays a set including "Lepti Nek" and "Jedi Rocks." They play most of the day, with the exception of when certain events (ROTJ-related) force a silence through the audience chamber. (To be continued below . . .)*

(***And the Band Played On: The Band's Tale***)

- *A short while after witnessing the holographic message from Luke Skywalker to Jabba the Hutt, Oola speaks with C-3PO about Luke and how he once tried to save her. She admits that her greatest desire is to dance on perfect dance. Jabba pulls her to her feet . . .*

(***A Time to Mourn, a Time to Dance: Oola's Tale***)

- *Jabba makes Oola try Porcellus' latest dish to see if it bears* fierfek*. (To be continued below . . .)*

(***Taster's Choice: The Tale of Jabba's Chef***)

- *Next, Jabba decides it's time for some entertainment and makes Oola dance. She imagines that Luke Skywalker is there (or he is somehow in the palace spying) and dances a perfect dance for him before finally venting her frustration at Jabba, prompting him to feed her to the rancor.*

(***A Time to Mourn, a Time to Dance: Oola's Tale***)

- *Gartogg speaks with Ortugg and Rogua as they escort Boussh and Chewbacca to Jabba's throne room. Gartogg expresses a desire to go on the sail barge the next time it goes out. (To be continued below . . .)*

(***And Then There Were Some: The Gamorrean Guard's Tale***)

- *After seeing Oola fed to the rancor, Mara Jade believes it is Luke Skywalker who is bringing Chewbacca in, but she finds her assumption incorrect when she uses the Force to sense inside the Boussh attire and senses a female presence. She can afford to wait until Skywalker really arrives. (To be continued below . . .)*

(***Sleight of Hand: The Tale of Mara Jade***)

- *J'Quille, in the employ of Lady Valarian, has been paying the kitchen boy, Phlegmin, to slowly poison Jabba the Hutt. He is also in on the plan to get Malakili and the rancor out of the palace as soon as possible. He is also being blackmailed by someone who knows of the poison plot. A droid comes to see him. The droid tells him to meet with someone who knows who the blackmailer is and that he will know the person by what he is wearing. (To be continued below . . .)*

(***Let Us Prey: The Whiphid's Tale***)

- *Bib Fortuna sees Nat Secura's brain spider enter the throne room of Jabba's Palace and C-3PO says it wishes to speak with him. Bib takes Nat to a secure place to talk and Nat tells Bib that he wants to be transferred into Han Solo's body. Bib then heads into Mos Eisley on business, where he meets Luke Skywalker, who offers to pay what Solo is worth to Jabba plus interest, for Solo's freedom. Bib returns to the palace and extends the offer to Jabba, who refuses and orders that Luke not be admitted. (To be continued below . . .)*

(***Of the Day's Annoyances: Bib Fortuna's Tale***)

- *Dannik Jerriko kills Ak-Buz. (To be continued below . . .)*

(***Out of the Closet: The Assassin's Tale***)

- *On his way back to his quarters, Porcellus discovers Ak-Buz's body. The Gamorrean Gartogg sees him with the body, but he passes Ak-Buz off as asleep and then hides him in a stack of machine parts. (To be continued below . . .)*
  (***Taster's Choice: The Tale of Jabba's Chef***)
- *Seeing Porcellus with the downed Ak-Buz, Gartogg hopes this may be his chance to find something big that will help him get assigned to the sail barge, but alas . . . Porcellus tells him Ak-Buz is just sleeping. (To be continued below . . .)*
  (***And Then There Were Some: The Gamorrean Guard's Tale***)
- *Dannik Jerriko kills Phlegmin. (To be continued below . . .)*
  (***Out of the Closet: The Assassin's Tale***)
- *Returning to the kitchen, Porcellus discovers the kitchen boy, Phlegmin, dead on the floor. Ree-Yees stumble in drunk and covers up the death (sort of) when Gartogg shows up. Gartogg takes the body and leaves. (To be continued below . . .)*
  (***Taster's Choice: The Tale of Jabba's Chef***)
- *Upon entering the kitchen of Jabba's Palace to check on his goatgrass and the detonator hidden within, Ree-Yees finds Porcellus over Phlegmin's dead body. Ree-Yees tells Gartogg, when he arrives, that the body was found near the quarters of Ephant Mon, who had been making fun of Ree-Yees. (To be continued below . . .)*
  (***Goatgrass: The Tale of Ree-Yees***)
- *Gartogg pops his head into the kitchen and finds Ree-Yees over Phlegmin's dead body. He takes the body, along with the clue that the body was found by Ephant Mon's quarters. (To be continued below . . .)*
  (***And Then There Were Some: The Gamorrean Guard's Tale***)
- *J'Quille witnesses Ree-Yees convincing Gartogg that Phelgmin was found near Ephant Mon's quarters. The death of the boy has screwed up J'Quille's poison plot. He sees a B'omarr monk skulking outside. He rushes to his quarters to call Lady Valarian, and then heads back to through the throne room, where he notices that Boussh has been revealed as Leia Organa and Han Solo is free. He continues on his way, following the B'omarr monk he saw earlier. The monk seems to know what is going on, so he assumes the monk is the blackmailer and kills him. It turns out that the monk was sent by Valarian (wearing her earring) to tell him that Phlegmin himself was the blackmailer. Gartogg shows up and J'Quille convinces him that the monk is meditating, and Gartogg takes the body with him. J'Quille has pocketed the monk's thermal detonator and is already plotting a new way to kill Jabba.*
  (***Let Us Prey: The Whiphid's Tale***)
- *After seeing Ree-Yees and Gartogg arguing about Phlegmin's body, Buboicullaar goes to see his B'omarr monk teacher, Evilo Nailati, who cannot figure out a way to help Bubo kill Jabba. (To be continued below . . .)*
  (***Tongue-Tied: Bubo's Tale***)
- *Ree-Yees stumbles into a sacred B'omarr room where brains are stored and has a vision of a fiery death aboard Jabba's skiff. He believes this means Jabba will die by his bomb. (To be continued below . . .)*
  (***Goatgrass: The Tale of Ree-Yees***)
- *Malakili's de facto assistant, Gonar, threatens to reveal Malakili's deal with Lady Valarian to Jabba, so he feeds Gonar to the rancor. (To be continued below . . .)*
  (***A Boy and His Monster: The Rancor Keeper's Tale***)
- *Gartogg sees Malakili feeding Gonar to the rancor, but declines when Malakili asks if he'd like to feed Phlegmin's body to the beast. Gartogg sees J'Quille with the dead monk and is convinced that the monk is meditating. He slings the monk over his other shoulder and heads off with the monk and Phlegmin. (To be continued below . . .)*
  (***And Then There Were Some: The Gamorrean Guard's Tale***)

- *After a long evening, Max Rebo watches in Jabba's audience chamber when Leia Organa and the newly-freed Han Solo are captured. He gives Leia a bit of food to help her through her first night as Jabba's new slave. (To be continued below . . .)*

  (***And the Band Played On: The Band's Tale***)
- *The morning after Leia Organa is captured for freeing Han Solo, Porcellus takes pity on her and gives her some food. Jabba is not pleased, but Porcellus manages to knock some food on Jubnuk and sneak away. Jubnuk eats the food that was spilled on him. (To be continued below . . .)*

  (***Taster's Choice: The Tale of Jabba's Chef***)
- *Barada wakes up and heads for the hangar where Jabba the Hutt keeps his sail barge and other vehicles. He is followed by two Weequay. While working on things, Barada finds Ak-Buz's body. The Weequay shuffle off to consult their "Magic 8-Ball"-esque "Great God Quay" to find hints about the murder. (To be continued below . . .)*

  (***The Great God Quay: The Tale of Barada and the Weequays***)
- *In his dungeon cell, Han Solo is interviewed by a B'omarr monk named Sai'da. His interview is transcribed onto a datapad for later review and possible publication.*

  (***Hero for Hire by Han Solo***)
- *As Jabba's Palace settles down for the evening, Leia Organa is delivered to Boba Fett as a gift for his pleasure. He tells Leia to just sit comfortably. He believes that sex without marriage and rape are both immoral, so she can stay and sleep so as not to annoy Jabba by rejecting his "gift." They end up discussing the Rebellion and Fett tells Leia he believes it is immoral because it is acting against the legitimate government. (To be continued below . . .)*

  (***The Last One Standing: The Tale of Boba Fett***)
- *Tessek is met in his quarters by a B'omarr spider droid that tells him Jabba plans his demise, but Tessek refuses to have himself "enlightened" to save his own life. He goes to see Barada, who tells him about Leia Organa's capture. Knowing that the bomb he ordered is secure on one of Jabba's skiffs, and that Jabba will soon (if all goes well, which it won't) be heading for a storehouse in Mos Eisley where Prefect Eugene Talmont will commence a raid, which will end in the deaths of Talmont and Jabba, Tessek happily, if not warily, heads off to the throne room. (To be continued below . . .)*

  (***A Free Quarren in the Palace: Tessek's Tale***)
- *Ephant Mon sees Luke Skywalker enter Jabba's Palace and has a flash of memory of his home. He heads out for Mos Eisley. (To be continued below . . .)*

  (***Old Friends: Ephant Mon's Tale***)
- *Under the influence of a Jedi mind trick, Bib Fortuna takes Luke Skywalker to see Jabba the Hutt, even though Jabba refused Luke's offer to pay for Han Solo's return. (To be continued below . . .)*

  (***Of the Day's Annoyances: Bib Fortuna's Tale***)
- *As Luke Skywalker speaks with Jabba the Hutt, Mara Jade attempts to gain a weapon and kill him, but she's stopped by Melina Carniss, who believes she's intending to kill Jabba. Mara escapes from Melina just in time to see Luke kill the rancor. She then waits around until she can escape into the throne room. (To be continued below . . .)*

  (***Sleight of Hand: The Tale of Mara Jade***)
- *Malakili's transport is waiting to take him and the rancor to safety when Luke Skywalker and Jubnuk fall into the rancor's den. Luke kills the rancor, causing Malakili to be hit with immeasurable grief.*

  (***A Boy and His Monster: The Rancor Keeper's Tale***)
- *After Jabba announces that he'll be going to the sarlacc to dispose of the Rebels, Tessek tries to convince him to delay their departure and continue to the raid*

Tessek had set up to kill Jabba. Jabba refuses and makes it clear that he wants Tessek with him on the sail barge. (To be continued below . . .)

(***A Free Quarren in the Palace: Tessek's Tale***)

- *As Jabba's minions prepare to bring Luke Skywalker, Han Solo, and Chewbacca before Jabba the Hutt, Jabba orders his guards to take Porcellus to the dungeon. Jabba believes that since Oola and Jubnuk ate his food and then died, Porcellus* has *put a "death hex" on his food.*

(***Taster's Choice: The Tale of Jabba's Chef***)

- *Dengar is afraid of being caught when he sees Tessek begging for mercy at Jabba's feet. Dengar's part in the bomb plot is known, but instead of ordering Dengar's death overtly, Jabba has Boba Fett take him to the "Teeth of Tatooine." (To be continued below . . .)*

(***Payback: The Tale of Dengar***)

- *Ephant Mon speaks with Lady Valarian, but remains loyal to his friend Jabba. He returns to Jabba's Palace and speaks with Luke Skywalker in the dungeon. He is convinced that the Jedi can kill Jabba. (To be continued below . . .)*

(***Old Friends: Ephant Mon's Tale***)

- *The night before the Rebel heroes are to be cast into the Pit of Carkoon, Boba Fett broods and grumbles about how idiotic it is for Jabba to want to kill Luke Skywalker in revenge instead of turning him over for a gigantic bounty to the Emperor. (To be continued below . . .)*

(***The Last One Standing: The Tale of Boba Fett***)

- *Bubo reveals to Ree-Yees that he has the missing detonator for Ree-Yees' bomb. Bubo eats it before Ree-Yees can steal it back. (To be continued below . . .)*

(***Tongue-Tied: Bubo's Tale***)

- *Gartogg learns that the Jedi has killed the rancor, so he decides to spend time putting all the murder clues together so he can find a solution ASAP and get on the sail barge. He ends up falling asleep in the hangar. (To be continued below . . .)*

(***And Then There Were Some: The Gamorrean Guard's Tale***)

- *Tessek goes to the sail barge hangar and places a swoop in the storage compartment of the sail barge, planning for a quick getaway once they are at the Pit of Carkoon. (To be continued below . . .)*

(***A Free Quarren in the Palace: Tessek's Tale***)

- *Gartogg is awakened by Ortugg. He tells Ortugg he thinks Dannik Jerriko is behind the murder of Phlegmin, but Ortugg doesn't believe him. Gartogg is left behind when the sail barge leaves. But at least now he has two new friends—the corpses.*

(***And Then There Were Some: The Gamorrean Guard's Tale***)

- *As the Rebels are moved aboard the sail barge, Ephant Mon tries to stop Jabba from leaving and getting killed, but Jabba refuses to stay. He tells Ephant Mon that their friendship is over. Ephant Mon decides to return to his homeworld and a life away from crime.*

(***Old Friends: Ephant Mon's Tale***)

- *The Max Rebo Band is one of the last groups to board Jabba's sail barge. Once aboard, they begin playing. (To be continued below . . .)*

(***And the Band Played On: The Band's Tale***)

- *Unable to go with Jabba the Hutt to the Pit of Carkoon, Dannik Jerriko prepares to kill Jabba upon his return.*

(***Out of the Closet: The Assassin's Tale***)

- *After failing to get a place on Jabba the Hutt's sail barge to the Pit of Carkoon, Mara Jade (disguised as Arica) is ordered by the Emperor (telepathically) to go ahead to Svivren for her next assignment. She boards her ship and, with her droid K3, heads out for Svivren to deal with Dequc, a Jeodu seeking to revive*

*Black Sun as his own Black Nebula. (*Mara Jade: By the Emperor's Hand *summary to be continued below . . .)*

(***Sleight of Hand: The Tale of Mara Jade*** and ***Mara Jade: By the Emperor's Hand***)

- *Aboard Jabba the Hutt's sail barge, a skiff guard tells Boba Fett about his sister Shaara's encounter with the sarlacc, from which she miraculously escaped when it seemed she was doomed. The guard is excited to see the sarlacc again.*

(***Shaara and the Sarlacc: The Skiff Guard's Tale***)

- *The two Weequays who have been consulting the Great God Quay discover and diffuse a bomb on Jabba's sail barge. They believe that all is well, but outside they hear the ominous warning: "Jabba, this is your last chance. Free us or die."*

(***The Great God Quay: The Tale of Barada and the Weequays***)

- *The Max Rebo Band bears witness to all of the events aboard Jabba's sail barge until Jabba is murdered by Leia Organa. They then retreat and escape from the sail barge. Max Rebo and Sy Snootles will be the Max Rebo Duo. Droopy McCool has decided to go into the desert to find his fellow Kitonaks.*

(***And the Band Played On: The Band's Tale***)

- *Tessek freaks out upon seeing Jabba murdered by Leia Organa and takes his hidden swoop back to the palace. (To be continued below . . .)*

(***A Free Quarren in the Palace: Tessek's Tale***)

- *Ree-Yees sees Leia Organa murder Jabba and recalls that Jabba's surgeons had placed a bomb in his stomach. When Jabba dies before being able to speak the phrase that would cause it to detonate, Ree-Yees feels incredibly lucky . . . well, until the sail barge explodes.*

(***Goatgrass: The Tale of Ree-Yees***)

- *Having borne witness to the events on Jabba's sail barge, Bib Fortuna escapes and returns to Jabba's Palace, only to be cornered by B'omarr monks who remove his brain and place it in a brain spider.*

(***Of the Day's Annoyances: Bib Fortuna's Tale***)

- *Malakili notes his sorrow over the death of Jabba's rancor in his journal. As a counterpoint, it should be noted that he believes Jabba's own death "served him right."*

(conjecture based on *The Essential Guide to Alien Species*)

- *After a very short trip from Tatooine to Svivren, Mara Jade heads for the surface and the capital city, Wril, to deal with Dequc. She goes to the local Imperial base and uses AT3 Directive power to get an audience with General Tuono. She uses a stolen Black Nebula datacard that she planted in his safe the night before as blackmail to convince him to do whatever she says. He assigns two squads of stormtroopers and Captain Strok to her, as she instructs. Strok will be going after a Rodian named Cevva Xuz who has Rebel ties, which fits with Mara's plans to distract Black Nebula and kill Dequc for the Emperor. The move on Cevva goes bad when Black Nebula decimates Strok's troops, but Mara makes her way to Dequc's location. Just as the is about to break in, Strok joins her and insists on working with her. She uses her lightsaber to cut open the arena's door, and the patrons get a wee bit pissy. As the Imperials are attacked (though most of them escape), Mara finds Dequc (or so she believes) and kills him. Mission accomplished, she believes. She heads back away from Svivren and is told by Palpatine (via telepathic connection) to go to Coruscant and "enjoy herself." Upon arrival, she learns that Dequc was not killed, but a decoy in his place. (To be continued below . . .)*

(***Mara Jade: By the Emperor's Hand***)

- *As the Battle of Endor begins, Lak Sivrak's X-wing is blasted by several TIE fighters and his mind is caught up in the Force for a moment. He relives his meeting with Dice Ibegon in Chalmun's Cantina, though it isn't quite a flashback,*

but a vision. In this vision, Dice tries to get Lak to believe in the Force. (To be continued below . . .)

(***One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid***)

- *As Admiral Ackbar orders a strategic retreat, Lak Sivrak is snapped back into reality from his vision of the events of four years ago, but almost immediately experiences a vision of one year ago on Hoth. In the vision, he speaks with the dying Dice Ibegon, who is still trying to convince him of the Force. He snaps back into reality as his craft is screaming toward the surface of the forest moon of Endor. He experiences another vision, this time of the present, as Jabba the Hutt's death becomes known in Mos Eisley. He speaks with Dice, who should be dead, and finally begins believing in the Force. (To be continued below . . .)*

(***One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid***)

- *As the* Death Star II*'s shields come down, Lak Sivrak's X-wing crashes into the surface of the forest moon of Endor, killing him. He "awakens" in the after-life and is reunited with Dice Ibegon, his lost love.*

(***One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid***)

- *IG-88 happily witnesses the Battle of Endor from inside the* Death Star II*'s computer core. He decides that it is no longer time to wait for sending the order to begin his droid revolution, unknowing that the station (and IG-88's sentience) is to be destroyed by the Rebels before the order can be sent.*

(***Therefore I am: The Tale of IG-88***)

- *During the Battle of Endor, Lumiya (formerly Shira Brie), secreted away on Ziost, discovers ancient Sith teachings regarding a weapon of both metal and light. She uses this information to create her trademark weapon, the lightwhip, using lacerating tentacles formed from Vader's Kaiburr crystal shard and near-impervious Mandalorian iron. Unbeknownst to her, her masters, Palpatine and Darth Vader, are about to die.*

(conjecture based on the *Lumiya: Dark Star of the Empire* and *The Emperor's Pawns*)

- *Shortly after learning this, she is in her quarters when she receives a telepathic communication from Palpatine at Endor. He shows her a vision of Darth Vader and Luke Skywalker dueling and then turning on the Emperor and striking him down (a somewhat twisted version of the truth). With his last burst of telepathy to Mara he gives her his last command: "You will kill Luke Skywalker!" With the shock of knowing the Emperor to be dead and thus her whole life shattered, Mara collapses. She awakens to find Ysanne Isard standing over her. Isard had felt threatened by Mara's influence with Palpatine, but that is no longer the case, so she declares Mara to have stolen property from the Emperor's Museum (when the trinket Isard notes was actually taken from the decoy as proof of Dequc's death) and takes her prisoner. (To be continued below . . .)*

(***Mara Jade: By the Emperor's Hand***)

- *With the death of the Star Destroyer* Chimaera*'s captain during the Battle of Endor, Gilad Pellaeon takes command of the ship.*

(conjecture based on *Heir to the Empire* via *TimeTales*, paraphrased)

- *Castin Donn transmits news of Palpatine's death across the HoloNet, sparking huge celebrations on several worlds, including Coruscant, where Ysanne Isard sends troops into the plaza, forcing a massacre of the celebrants.*

(conjecture based on *Star Wars: Episode VI*—Return of the Jedi," *Wraith Squadron* and *Mara Jade: By the Emperor's Hand* via *TimeTales*, paraphrased)

Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)
Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)
A Bad Feeling: The Tale of EV-9D9 [continued] (TFJP short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)
A Bad Feeling: The Tale of EV-9D9 [continued] (TFJP short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)
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The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)

"Tatooine" Section

A Free Quarren in the Palace: Tessek's Tale (TFJP short story: Dave Wolverton)

A Free Quarren in the Palace: Tessek's Tale (TFJP short story: Dave Wolverton)

Old Friends: Ephant Mon's Tale (TFJP short story: Kenneth C. Flint)

Old Friends: Ephant Mon's Tale (TFJP short story: Kenneth C. Flint)

Of the Day's Annoyances: Bib Fortuna's Tale [continued] (TFJP short story: M. Shayne Bell)

Of the Day's Annoyances: Bib Fortuna's Tale [continued] (TFJP short story: M. Shayne Bell)

Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)

Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)

A Boy and His Monster: The Rancor Keeper's Tale [continued] (TFJP short story: Kevin J. Anderson)

A Boy and His Monster: The Rancor Keeper's Tale [continued] (TFJP short story: Kevin J. Anderson)

Bad Timing [continued]

A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)

A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)

Taster's Choice: The Tale of Jabba's Chef [continued] (TFJP short story: Barbara Hambly)

Taster's Choice: The Tale of Jabba's Chef [continued] (TFJP short story: Barbara Hambly)

Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)

Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)

Three: The Loneliness [continued]

Old Friends: Ephant Mon's Tale [continued] (TFJP short story: Kenneth C. Flint)

Old Friends: Ephant Mon's Tale [continued] (TFJP short story: Kenneth C. Flint)

The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)

"Tatooine" Section [continued]

Tongue-Tied: Bubo's Tale [continued] (TFJP short story: Daryl F. Mallett)

Tongue-Tied: Bubo's Tale [continued] (TFJP short story: Daryl F. Mallett)

And Then There Were Some: The Gamorrean Guard's Tale [continued] (TFJP short story: William F. Wu)
And Then There Were Some: The Gamorrean Guard's Tale [continued] (TFJP short story: William F. Wu)
A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
And Then There Were Some: The Gamorrean Guard's Tale [continued] (TFJP short story: William F. Wu)
And Then There Were Some: The Gamorrean Guard's Tale [continued] (TFJP short story: William F. Wu)
Old Friends: Ephant Mon's Tale [continued] (TFJP short story: Kenneth C. Flint)
Old Friends: Ephant Mon's Tale [continued] (TFJP short story: Kenneth C. Flint)
And the Band Played On: The Band's Tale [continued] (TFJP short story: John Gregory Betancourt)
And the Band Played On: The Band's Tale [continued] (TFJP short story: John Gregory Betancourt)
How the Band Became a Duo [continued]
The Tales of Dannik Jerriko [continued] (TFTMEC/TFJP short stories: Jennifer Roberson)
Out of the Closet: The Assassin's Tale [continued] (TFJP short story: Jennifer Roberson)
Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)
Sleight of Hand: The Tale of Mara Jade [continued] (TFJP short story: Timothy Zahn)
Mara Jade: By the Emperor's Hand [continued] (comic series: Michael Stackpole & Timothy Zahn)
By the Emperor's Hand, Part I (comic: Michael Stackpole & Timothy Zahn)
Shaara and the Sarlacc: The Skiff Guard's Tale (TFJP short story: Dan'l Danehy-Oakes)
Shaara and the Sarlacc: The Skiff Guard's Tale (TFJP short story: Dan'l Danehy-Oakes)
The Great God Quay: The Tale of Barada and the Weequays [continued] (TFJP short story: George Alec Effinger)
The Great God Quay: The Tale of Barada and the Weequays [continued] (TFJP short story: George Alec Effinger)
And the Band Played On: The Band's Tale [continued] (TFJP short story: John Gregory Betancourt)
And the Band Played On: The Band's Tale [continued] (TFJP short story: John Gregory Betancourt)
How the Band Became a Duo [continued]
A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
Goatgrass: The Tale of Ree-Yees [continued] (TFJP short story: Deborah Wheeler)
Goatgrass: The Tale of Ree-Yees [continued] (TFJP short story: Deborah Wheeler)
Of the Day's Annoyances: Bib Fortuna's Tale [continued] (TFJP short story: M. Shayne Bell)
Of the Day's Annoyances: Bib Fortuna's Tale [continued] (TFJP short story: M. Shayne Bell)

Mara Jade: By the Emperor's Hand [continued] (comic series: Michael Stackpole & Timothy Zahn)

By the Emperor's Hand, Part II (comic: Michael Stackpole & Timothy Zahn)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid [continued] (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid [continued] (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid [continued] (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

One Last Night in the Mos Eisley Cantina: The Tale of the Wolfman and the Lamproid [continued] (TFTMEC short story: Judith Reeves-Stevens & Garfield Reeves-Stevens)

Mara Jade: By the Emperor's Hand [continued] (comic series: Michael Stackpole & Timothy Zahn)

By the Emperor's Hand, Part II [continued] (comic: Michael Stackpole & Timothy Zahn)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Therefore I Am: The Tale of IG-88 [continued] (TOTBH short story: Kevin J. Anderson)

Part XIV [continued]

4 - 5 ASW4

- *Danni Quee is born.*

  (conjecture based on *Vector Prime*)
- *Uldir is born.*

  (conjecture based on *Conquest*)
- *The Dark Jedi Jeng Droga, aboard the* Emperor's Shadow, *a starship with cloaking technology, feels the pain of Palpatine's death and kills his crew before crashing the ship into the planet Kaal. In reality, Droga did not go mad from the pain. Palpatine's spirit had made the leap from Endor to Kaal, anchoring itself into Droga's body to save itself until it could be placed in a clone body. The infusion of Palpatine's power caused Droga to lose control of himself. It will take Sate Pestage's arrival shortly thereafter to eventually separate the two souls using the Dark Side, allowing Palpatine to finally enter a clone body nearly a year from now. (To be continued below . . .)*

  (***The Kaal Connection*** and *The Emperor's Pawns*)
- *The Imperial Star Destroyer* Pulsar *is forced to surrender after the Battle of Endor. Niclara Varnillian and several other Imperials manage to steal a Rebel transport and escape.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *The day after the Battle of Endor, an Imperial drone ship enters the vicinity of Endor and Wedge Antilles intercepts it, almost losing his hand in the process. The drone bears a message for the late Emperor Palpatine from the Imperial planet Bakura, which has suddenly come under the attack of the Ssi-Ruuk. Han Solo, Leia Organa, and a Rebel Alliance task force is sent to investigate and aid the Imperials as a step toward peace. Luke Skywalker does not intend to join the task force, due to injuries incurred during the Battle of Endor, but a vision from Obi-Wan Kenobi prompts him to go. Upon arrival at Bakura, the Rebel force fights off*

some Ssi-Ruuvi attackers and lands on the planet. Luke then meets Senator Gariel Captison. Gariel is Force-sensitive, but views the Force as a "Cosmic Balance." Both she and Luke form a mutual attraction. Leia, now having to deal with Darth Vader being her father, negotiates a truce between the Rebels and the Bakuran Imperials to fight this new menace. Shortly thereafter, the Ssi-Ruuvi fleet communicates to the Rebels and Imperials via a brainwashed Chandrillan named Dev Sibwarra, who is using the Force to help the Ssi-Ruuk. They demand Luke Skywalker in return for leaving Bakura. Governor Wilek Nereus agrees, covertly, and sets a trap for Luke. The plot ends with Leia in jail and Luke infected with a parasitic organism and taken by the Ssi-Ruuk. Luke meets Dev on-board and manages to convince him to help Luke stop the Ssi-Ruuk. Luke purges himself of the parasites and he and Dev flee the Ssi-Ruuk flagship while their sabotage takes effect. During the ensuing Battle of Bakura, Imperial forces break the truce and attack both the Ssi-Ruuk and the Rebels. The Rebels then manage to capture a Ssi-Ruuvi vessel and sends the rest of the Ssi-Ruuvi fleet into retreat. Then they proceed to defeat the Imperials, as a planet-based revolution ousts them from the planet, anyway. In the revolutionary conflict, Governor Nereus is killed, paving the way for Bakura to become an ally of the Rebel Alliance.

(***Truce at Bakura***)

- *Shortly after the Battle of Bakura, the entire incident is deemed "classified" by the Rebel Alliance.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Very soon after the Battle of Bakura, Nagai begin entering the galactic proper, fleeing from the Unknown Regions and their oppressors, the Tofs.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *In the wake of Palpatine's death, Kadann and the Prophets of the Dark Side go into hiding, waiting for their cue to re-enter galactic affairs. Kadann's "student," Azrakel, remains behind, having left Kadann's control. He will wander the galaxy for years, seeking revenge upon Kadann for the experiments he underwent under Palpatine and Kadann.*

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *S'Too Vees is promoted to Lieutenant in the Rebel Alliance.*

(conjecture based on *Star Wars: Customizable Card Game* via *TimeTales*, paraphrased)

- *In the wake of the Battle of Bakura, the Rebel Alliance forms an invasion task force, headed by a refitted Ssi-ruuvi flagship rechristened the* Sibwarra *and nicknamed the* Flutie*, to attack the Ssi-ruuvi homeworld. Upon reaching the interior of the Ssi-ruuk star cluster, the Rebel force discovers that the Ssi-ruuk have already been attacked with major losses on their opposite front (most likely by the Chiss). The weakened Ssi-ruuvi forces barely withstand the Rebel assault, fighting to a standstill. Satisfied that the Ssi-ruuk will not be able to mount another major offensive in the near future, Mon Mothma recalls the task force to aid in liberating Clak'dor VII.*

  (conjecture based on *The Essential Chronology*)
- *A short time after the Battle of Bakura, Bakura joins the Alliance (soon the New Republic), and the local Kurtzen are granted full civil rights.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *The Imperial rulers of Kaal abandon the world to the locals.*

  (conjecture based on *The Kaal Connection*)
- *Sulis Pau becomes a bounty hunter.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 10: Bounty Hunters" via *TimeTales*, abridged)

- *Ralltiir becomes the first world liberated by the Rebel Alliance after the Battle of Endor.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, paraphrased)
- *With news of Palpatine's death, Admiral Gaen Drommel takes his Super Star Destroyer, the* Guardian*, and flees Coruscant to his home system, in order to stabilize it in the face of possible Alliance assault. Shortly thereafter, he takes three Imperial Star Destroyers and attacks several Alliance safe worlds. During the last battle, the Battle of Tantive V, two of the Imperial Star Destroyers are destroyed, the Imperial Star Destroyer* Wolf's Claw *is captured by the Alliance, and the* Guardian *is heavily damaged. Drommel leaps to hyperspace to escape, but the hyperspace is inoperative after arriving near Soullex. He will spend over a decade attempting to get enough parts from nearby worlds to fix the hyperdrive and resume his campaign against the Rebel Alliance/New Republic.*
  (conjecture based on *Two for One*)
- *Following the death of Emperor Palpatine in the Battle of Endor, the Royal Imperial Guard make a change to their robes. A hem of black is added to the bottom of their robes, indicating that they are mourning the death of Palpatine.*
  (conjecture based on *Crimson Empire* via *TimeTales*, verbatim)
- *Following the death of Emperor Palpatine in the Battle of Endor, the Royal Imperial Guard Castin Donn forges himself a false identity, arranges for passage offworld, and joins the Rebel Alliance. He becomes a code-slicer for the fleet, and serves the fledgling New Republic well for two years.*
  (conjecture based on *Iron Fist* via *TimeTales*, verbatim)
- *An Imperial StarTrain container abandoned after the Battle of Endor is found to have 300 new* Lambda*-class shuttles aboard. They are soon auctioned to the private sector, causing growth in the tourist industry.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *Paploo replaces Logray as medicine man. Wicket Warrick is named lead warrior of the Ewok tribe.*
  (conjecture based on the *Star Wars Encyclopedia* via *TimeTales*, verbatim)
- *After a scathing critique from her father, Kal Clancy, young pilot apprentice Taryn Clancy goes to a local Core Courier Service office and signs up. She is now a member of the CCS, despite her father's low opinion of the CCS' pilots.*
  (conjecture based on *Retreat From Coruscant*)
- *Miletta Sabrin deserts the Empire, and takes a small frigate and a crew with her to the Outer Rim. There, she establishes the Sabrin Ring on Sabrix and negotiated with the Hutts for support and protection. The ring was the prevalent force on the planets Sabrix, Elokas, and Helisk, and was more of a criminal empire than a political one.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 11: Criminal Organizations" via *TimeTales*, verbatim)
- *Tsallin Wrune, a small-time spacer, finds employment with Jatayus Outbound. Unfortunately for Wrune, he tried to welch out on a payment, and was executed for his treachery.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)
- *After the Battle of Endor, the Sector Rangers continued to bring Imperial law to the worlds of the Outer Rim. The motto of the Sector Rangers read, "What others abandon, we protect."*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 11: Criminal Organizations" via *TimeTales*, verbatim)
- *Tsallin Wrune, a small-time spacer, finds employment with Jatayus Outbound. Unfortunately for Wrune, he tried to welch out on a payment, and was executed for his treachery.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of the Sisar Run" via *TimeTales*, verbatim)

- *The planet Aargau fortifies itself behind planetary shields and perimeter warships.*
  (conjecture based on the *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *The Interdictor Cruiser* Aggregator*, part of newly-proclaimed "High Admiral" Teradoc's fleet, is leased to Ysanne Isard.*
  (conjecture based on *The Bacta War* via *TimeTales*, paraphrased)
- *In the wake of the battle of Endor, a Dressellian named Orrimaarko, who was instrumental in the victory at Endor, transmits a message to General Crix Madine, noting how even in the Rebel Alliance, human commanders were given the majority of credit for the victory, instead of the aliens who helped win the battle.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *The YV-929 line from Corellian Engineering Corporation enters planning stages.*
  (conjecture based on *A Legacy of Starships*)
- *The* White Wing*, a modified YZ-900 freighter, is sold on the auction block to payoff docking fees amassed when its last owner abandoned it.*
  (conjecture based on *A Legacy of Starships*)
- *Imperial Moff Riit Jandi takes control of Elshandruu Pica.*
  (conjecture based on *The Bacta War* via *TimeTales*, verbatim)
- *Grodin Tierce learns of the Emperor's death while at Magagran, in the Outer Rim, helping to break up a Rebel cell.*
  (conjecture based on the *Specter of the Past* via *TimeTales*, verbatim)
- *The Sif'krie and the Frezhlix begin a feud that will last the next fifteen years.*
  (conjecture based on the *Specter of the Past* via *TimeTales*, verbatim)
- *Bowman Gavin earns the "new sun" insignia of the B-Wing pilots after surviving the Battle of Endor.*
  (conjecture based on the *Tyrant's Test* via *TimeTales*, abridged)
- *After the Rebels claim victory at Endor, Kane Griggs quits his job in the Botor Income Ministry, and joins the Rebels as a recruit.*
  (conjecture based on the *Star Wars: The Roleplaying Game*—"Heir to the Empire Sourcebook" via *TimeTales*, verbatim)
- *In the wake of the Battle of Endor, Lord Hethrir, Procurator of Justice for the Empire, loses political power and flees to the Outer Rim, starting an Empire Reborn movement to rebuild the Empire, which is not nearly dead yet, only in decline.*
  (conjecture based on *The Essential Chronology*)
- *In the wake of the Battle of Endor, Imperial pilot Harme Kiela begins plans to rescue his hero, Air Marshal Von Tarsh from custody.*
  (conjecture based on *Unusual Suspects*)
- *The Corporate Sector Authority closes its borders and internal power struggles explode into open conflict.*
  (conjecture based on *The Essential Guide to Weapons and Technology* via *TimeTales*, abridged)
- *The planetary Legislature on Salliche is disbanded. The rule of the planet is taken over by Imperial Moff Gegren Throsen. Throsen then moves to fortify the Salliche Ag Corporation's holdings.*
  (conjecture based on *Recon and Report*)
- *In the wake of the Battle of Endor, hoping to save some face, the Empire's propaganda machine begins running stories proclaiming that all the Ewoks of the forest moon of Endor have been wiped out. This is, of course, not true.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Trigdale Metallurgy severs ties with some of its minor divisions, including its marketing division, headed by Saujutta-Ok-Topii. Topii then uses personal funds and the remnants of that division to form Syndicate One and Executive Results.*

(conjecture based on *The Yard of Opportunity*)

- *The citizens of Wroona revolt against the Imperials and take back their planet.*
  (conjecture based on *Vengeance Strike*)
- *A New Republic-friendly provisional government is established on Chandrilla.*
  (conjecture based on *Recon and Report*)
- *As the Imperial military withdraws from the Boeus Sector, the sector's governor, Darvon Jewett, turns to the New Republic.*
  (conjecture based on *Recon and Report*)
- *Doctor Lancer Brunou, fearing for galactic stability, leaves the University of Byblos and acts as a wandering archaeologist.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *Cobb Vartos transfers to New Republic Intelligence.*
  (conjecture based on *Conflict of Interest*)
- *Hyobu Sulloran, freed from the Empire by the deaths of Darth Vader and Palpatine, begins building a criminal organization. His main goal is the creation of a Dark Jedi cult around himself, but it is a slow process. By the time of the Zsinj campaign, his organization will be seen as a major contender to replace Jabba the Hutt's organization..**
  (conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *The Empire builds up forces around Venaari, an Imperial world that hadn't been bothered with much before then. The citizens don't take it very well, and a local rebel movement begins.*
  (conjecture based on *One of a Kind*)
- *Drolen Antig takes some downtime from smuggling activities.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Having arrived back at Endor too late to join the Battle of Endor, Grael and Captain Junas Turner stay long enough for Grael to tell his son, Ponto, of their escape from Balis-Baurgh. They then prepare to go back to Balis-Baurgh with a Rebel team to save their comrades who are still captive.*
  (***Escape from Balis-Baurgh***)
- *General Airen Cracken issues addendums to his original report, detailing many of the Rebel Alliance's operatives, to Rebel High Command.**
  (***Cracken's Rebel Operatives***)*

***NOTE: These addendums are found in the *Official Star Wars Adventure Journal* series, not in the original document. I believe they were originally intended to be from the same source, but Cracken mentions it being shortly after the Battle of Yavin in the preface to *Cracken's Rebel Operatives*, yet mentions the second *Death Star* in one of the AJ supplements. I choose to assume that the AJ articles are in the SW universe what they are in ours—addendums to the original document.**

- *Dirk Harkness is reassigned back into Alliance Intelligence as a commissioned lieutenant.*
  (conjecture based on *Chessa's Doom*)
- *Shana Turi enters the University of Garos.**
  (conjecture based on *Mission to Zila*)*

***NOTE: This assumes she enters at the age of 18.**

- *Gil Crosear enters the New Republic military.*
  (conjecture based on *Rendezvous with Destiny*)
- *In the wake of the Battle of Endor, a Rebel scholar takes the time to compile an article on the travels of Dr'uun Unnh, a naturalist who was one of the first Rebels on Yavin 4. Due to the rising interest in the events in the battle against the first* Death Star*, the author hopes that this article will allow Dr'uun to be remembered fondly in the new wave of interest. The author describes Dr'uun's travels and observations of Yavin 4, all the way up until Dr'uun was killed by a crashing TIE fighter during the Battle of Yavin.*

(***The Illustrated Star Wars Universe: Yavin 4 Entry***)

- *Ewok shaman Keoulkeech leaves Chief Chirpa's village to seek his calling among the trees, finally arriving at Salfur's Trading Post, where he meets a Carosite trader. He joins the trader as a healer and medic aboard the* Sudden Restoration*.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, paraphrased)
- *The Rebel Alliance is renamed the Alliance of Free Worlds.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Truce at Bakura Sourcebook")
- *Tessek returns to Jabba's Palace and announces the Hutt's death, only to be captured by B'omarr monks who remove his brain and make him one of them. (To be continued below . . .)*

(***A Free Quarren in the Palace: Tessek's Tale***)

- *When Tessek returns to Jabba the Hutt's palace and announces that Jabba is dead, Yarna d'al' Gargan, she fears for her safety. She teams up with Sergeant Doallyn (the black-suited man who was knocked aside by Boussh on the way in) and after getting her stash of valuables and some hydrogen-3 capsules for his breathing apparatus, they steal a vehicle and set out for Mos Eisley. On the way, Yarna is fine, since she can hold water in her body, but Doallyn begins to run short on it. Yarna tells him of how she wishes to get to Mos Eisley to buy her three surviving children back before the Empire sells off Jabba's assets, including them. After most of the trip, their skiff is wrecked and sinks into the sand below. Doallyn then battles a krayt dragon (which is what he was hired to do in the first place by Jabba) and manages to get five dragon pearls. After getting the pearls, an involuntary twitch of the dragon's tail knocks him out. Yarna carries him to Mos Eisley and buys more breather packs for him, knowing that it will mean that one of her children will remain in slavery. When Doallyn awakens, he is grateful and says they can use the dragon pearls to buy her children back, along with a ship to get off of Tatooine. They do so and decide to head for Geran, Doallyn's homeworld.*

(***Skin Deep: The Fat Dancer's Tale***)

- *Bubo finally has his brain placed in a brain spider to enter contemplation with his friends, the B'omarr monks.*

(***Tongue-Tied: Bubo's Tale***)

- *Han Solo, Leia Organa, and R2-D2 go to Tatooine to retrieve some money Han had in an account there. He is restless and weary after being frozen in carbonite and wishes to get his affairs in order, so he can start his life where he left off before the debacle on Cloud City. Unbeknownst to them, on Tatooine, Boba Fett, shocked into amnesia, escapes from the Sarlacc and is picked up by Jawas. The Rebels arrive on Tatooine only to find Han's account frozen and R2-D2 captured by Jawas. Aboard the Jawa sandcrawler, R2-D2 recognizes Fett. Han and Leia go to save R2-D2 and in the ensuing struggle, they free R2-D2, Fett regains his memory and tries to kill Han, and the heroes narrowly escape as the sandcrawler, with Fett on it, tumbles into the Sarlacc. Fett is its captive once again.**

(***Jawas of Doom***)*

***NOTE: This story first appeared under the same name as issue 81 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity. The idea that Fett escaped the sarlacc and then was knocked in again before his more trying escape seems a bit far-fetched, but here it is, reprinted into Officiality.**

- *After falling* back *into the sarlacc, Boba Fett's digestion begins, as he relives moments of his recent adventures (and the adventures of other victims of the sarlacc) under the watchful "presence" of Susejo of Choi, another victim. Fett finally uses his jet pack to blast his way free of the creature, though it costs him his armor and badly burns his body. (To be continued below . . .)*

(***A Barve Like That: The Tale of Boba Fett***)

- *After being saved from the "Teeth of Tatooine" by Tusken Raiders, Dengar walks blindly through a sandstorm before being found by Manaroo, who has escaped in a skiff. They decide to head to the Sarlacc to see if they can salvage anything from the wreckage. There they find the Sarlacc dead and Boba Fett, without his armor and badly burned, in need of help. They save him and decide to partner up, at least sometimes. Fett also agrees to be best man at Dengar's wedding to Manaroo.*

  (***Payback: The Tale of Dengar***)
- *Immediately after Dengar and Manaroo find Boba Fett, events are set in motion that will shake the Bounty Hunters Guild to its knees. Across the galaxy, Kuat (of Kuat Drive Yards) learns of Jabba's demise. Back at Dengar's place, Fett is being treated by two medical droids when Neelah (a former aristocrat mind-wiped and made a dancer for Jabba), who found Fett and sent Dengar to him covertly, enters. (Note: at this point, all she remembers of her past life is the name Nil Posondum.) Fett finally awakens at about the same time that Kuat arrives to destroy them to be sure Fett is dead. They escape, fighting off the sarlacc (regenerated, of course) along the way. Once they are safe, Fett begins gathering parts for a new set of Mandalorian armor. Dengar sends a message to Kuat informing him that Fett is still alive. Shortly thereafter, Bossk arrives on Tatooine in an attempt to steal* Slave I *from its supposedly dead owner, Fett. He winds up finding a spy droid which was able to make a recording of Luke Skywalker finding Beru and Owen Lars' corpses. It also has a record of a male Falleen having seen the recording as well. He then finds the "Boba Fett is alive" message meant for Kuat and promptly faints. When he wakes up, Fett and the rest of the group have made their way to* Slave I *as he quietly escapes. He uses a remote to detonate the bombs he left on* Slave I.*

  (***The Mandalorian Armor***)*

***NOTE: The addition of *Jawas of Doom* to the Official Continuity has necessitated that this story (and thus the subsequent two novels) must take place shortly after the events of ROTJ instead of during, as the book's interior notes imply. In either case, it doesn't do much to alter the story at all, so it's not incredibly noticeable to bump it forward.**

- Slave I *was not destroyed. Fett had managed to get the bombs out and placed them on the* Hound's Tooth *and the ship's escape pod. They go off, of course, and Bossk takes the pod down to Tatooine. Dengar, Fett and Neelah then take the* Hound's Tooth *away from Tatooine, leaving* Slave I *for the Rebels. Kuat ends up buying the ship from the Rebels before making his way to a clan meeting of the Kuhlvult, his own clan. The clan elders are none to happy about him involving the clan with Black Sun and the Galactic Empire. They try to kill him, but he decides to turn the tables on them, though, and reveals that one of the elders has been dead for a year now, but had been made to look alive. There is treachery within the ranks of the elders, so he is no longer their major concern. He then takes Kodir as his new security chief. Along the way, he also reveals that he had manufactured evidence (the spy droid) to make it look as though Xizor had murdered the Lars family. He also reveals that Neelah is actually Kateel of the Kuhlvult clan.*

  (***Slave Ship***)
- *Zuckuss and 4-LOM lie in wait of their next bounty, Drawmas Sma'Da (a gambler), while Boba Fett, Dengar, and Neelah arrive at the space graveyard of Ku'dar Mu'bat. He then tells Neelah how she is involved in the entire mess. Ku'dar Mu'bat had once found the derelict ship belonging to the bounty hunter Ree Duptom. Duptom had apparently died of radiation poisoning, but the ship held a survivor in a detention area—Neelah, who had had her memory wiped. He also discovered that it was apparently Xizor, not Darth Vader, who ordered the deaths of Owen and Beru Lars four years before. Mu'bat had assumed that it was an elaborate fake, and gone to Jabba's Palace on Tatooine (where Neelah was later made a dancer for Jabba), where he'd hoped to find Duptom's old partner. Fett*

ended up learning from this partner shortly thereafter that Duptom had been in the process of carrying out two jobs for Mu'bat when he had died, which is what has prompted their trip to the gravesite, where Fett hopes to revive Mu'bat and get some answers. Back in the Kuhlvult clan power struggle, Kodir emerges in power. After learning more about Mu'bat and his cohorts, and having Neelah's memory restored (mostly), Fett and company must race to get to the faked Xizor footage before Kuat of Kuat, who is behind the plot, can get to it. To get it, they must find Bossk, who had it from before escaping Slave I*. Fett goes to Tatooine and ends up buying the location of the evidence from Bossk. Fett returns to the others, only to have the evidence stolen from them and Neelah kidnapped by Kodir. Kodir turns the evidence over to the Rebel Alliance and lets them know that Kuat was behind it as a plot to damage Luke's morale. The Rebels decide to go after Kuat, which will give Kodir the power that she has desired. In the process, though, Neelah reveals that she knows her true identity (Kateel, Kodir's sister), and the two battle, with Neelah as the victor. Kuat is panicked and decides to blow up Kuat Drive Yards instead of letting anyone like Kodir take it over. He doesn't get very far, as Fett dives into the ensuing chaos and confronts Kuat, revealing Kodir's plans to him, and learning Kuat's own failed plans. Fett takes a Star Destroyer and escapes as Kuat dies with a fifth of his shipyards. Fett gives the Star Destroyer to Neelah/Kateel in exchange for her silence and the* Hound's Tooth*. He then decides to sell the faked Xizor footage to one of the factions vying for power within Black Sun, as an extra bit of profit. Dengar and Manaroo reunite to learn that Manaroo had bet everything with Drawmas Sma'Da (and here you thought that first sentence way up there meant nothing!) and won, which puts her and Dengar in a pretty good financial position. Ah, happy endings.*

(***Hard Merchandise***)

- *Shortly after Jabba the Hutt's death, the deceased crimelord's relatives come to Tatooine to claim his fortune. Big Gizz and Spiker (who appears to be a Chiss) decide to make their own fortune by stealing Jabba's secret ship, the* Spirit of Jabba*, from Glass Mountain. Gorga the Hutt knows of the ship too, and the two parties race to the ship, with Gizz and Spiker being able to take the ship, despite the warnings of Jabba's watchman. Once in space, pursued by Gorga, the ship activates an automated system. The system appears as an artificial intelligence program based on Jabba's own personality, which begins to suck air out of the vessel. The watchman is forced to deactivate the program, but not before the attacks by Gorga force them to head back toward Mos Eisley. Gorga prepares to take them prisoner, but as the ship descends, Gizz and Spiker decide to jettison some weight by unloading all of the vast art treasures aboard the ship (their future fortune, or so they had hoped) out of the cargo hold . . . and right onto Gorga's party. The ship finally crashes a short distance from Mos Eisley, and Big Gizz and Spiker leave it behind and head off toward civilization (or what passes for it on Tatooine).*

(***The Jabba Tape***)

- *On Tatooine, shortly after the Gorga debacle, Big Gizz and Spiker are nearly killed by a Jawa sandcrawler that's gone out of control, crashing into the old Mos Espa podracing arena. When they investigate the wreck, they meet the Jawa Kelpti who tells them of a terrible droid that was aboard, killing Jawas. They find an old IG97 battle droid that is busted up, and think that's the droid. Their assumption is proven false moments later when the Dark Trooper that crashed aboard Rebel ship years earlier (and was picked up by the Jawas) busts out of the sandcrawler and attacks them. They finally end up having to run for their lives, before finally managing to get the Dark Trooper caught in the explosion of the damaged sandcrawler. They take their newfound IG97 droid with them to sell in Mos Eisley, believing the threat is over. Unbeknownst to them, though, several old pit droids*

from within the arena have reactivated, and have begun repairs on the Dark Trooper . . .

(***Sand Blasted***)

- *Alzoc III, among other Outer Rim worlds, is finally abandoned by Imperial forces in retreat.*

  (conjecture based on *The Essential Guide to Planets and Moons*)
- *The Barabels and Kubaz come to an agreement which will have Barabels capturing Verpine for use in Kubaz food.*

  (conjecture based on *Star Wars Encyclopedia*)
- *In the wake of the Battle of Endor, The Empire denies every having ZQ Infantry Droids in Imperial use.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cynabar's Fantastic Technology: Droids" via *TimeTales*, paraphrased)
- *MandalMotors fires its pro-Empire executive board and takes on one sympathetic to the Rebel Alliance.*

  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Brahle Logris is convicted of the murder of a Gandallan Sector Ranger.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal Organizations")
- *In Karl Ancher's Black Dust Tavern on Socorro, Fenig Nabon reminisces with Karl about her late companion, Jett. Fen then meets the man she came to see, Talon Karrde. She had ran cargo for him recently, nearly being caught in the chaos of the Rebel fleet leaving Sullust. He pays her for her troubles and suggests that he may have a new job for her. He needs a new base with very specific specs, and he is concerned about trying to build up an operation in the wake of Jabba the Hutt's death with a new Jedi, Luke Skywalker, primed, he suspects, to start rebuilding the Jedi at some point. Fen agrees to check around, then prepares to confront a woman who seems to be tailing her. After saving this unusual woman, Ghista Dogder, from Gecee, an annoyed Gran criminal, Fen pays for the damage to Karl's bar, but Ghista has vanished. Upon returning to the* Star Lady*, Fen finds Ghista aboard. Ghista suggests that she knows a good place to find information about a Jedi-proof base for Fen's client, Karrde, if she will agree to work with her and split the profits. Fen is about to reject the offer, but fate forces her hand when Gecee arrives with his goons, forcing them to make a hasty getaway. Once safely away from Socorro, Ghista begins to tell Fen about a man she knows on Corellia who has an interesting pet, an ysalamiri, and just may be the key to finding Karrde a Jedi proof base. Thus begins the chain of events that will lead Talon Karrde to Myrkr, and Fenig Nabon and con artist Ghista Dogder into a partnership a few years later.*

  (***A Credit for Your Thoughts***)
- *Mara Jade is in the custody of Ysanne Isard. Isard decides to use Mara instead of killing or breaking her. Isard decides to send in Ivak, an Imperial officer, to lure Mara into Isard's thrall, but Mara only plays along for long enough to get to a computer terminal, from which she locks down Imperial Center while she breaks into Isard's own quarters, takes back her belongings, and make her way out of the complex. Once free, she gets aboard a liner and heads for Phorliss to begin a new life. Calling herself Chiara Lorn, she begins working as a waitress. Black Nebula goons soon arrive to shakedown bartender Gorb Drig, and end up murdering him. Enraged at the men, who were acting under Dequc's orders, she ignites her lightsaber and slaughters the goons. Although she feels sadness over Drig's death, she takes the money from the cantina to use in her newfound mission--revenge on Dequc and Black Nebula. She finally makes her way to the Bubble-cliffs of Qiaxx, where Dequc has moved his operations. In a casino, she uses the Force to win enough money to gain attention to herself, posing as a*

baroness. She is taken to see Lord Allic, who accuses her of cheating. She pretends that a small device she has concocted has allowed her to win, and Allic arranges for her to meet Dequc, so he might purchase some of the devices. After the meeting with Allic, she scouts the place where she will meet with Dequc. The next day, she is being taken to the meeting when she causes a disturbance (using a device she'd set up the night before) which allows her to stash her lightsaber on a floating light. She is then recognized by Captain Stronk, her old Imperial liaison, but manages to knock him out and accuse him of being an Imperial spy before he can reveal her identity. Next she is taken to Dequc, to whom she gives a datapad of false information. She is then given a tour of the Black Nebula facilities, giving her a layout of the base. During her tour, she finds the cell holding Stronk, enters it, and kills the man. Dequc's forces hear the shot and pursue her, while she manages to use the Force to retrieve her lightsaber. She winds up finding a bust of Prince Xizor's head and rigs it with her lightsaber inside. When she is finally caught, she pretends to be a thief stealing the bust. Once she is taken to Dequc, she tells him she was stealing it because it is also Xizor's own treasure map. When Dequc tries to investigate the bust, she uses a remote to activate the lightsaber, which ignites and stabs Dequc through the head. She retrieves her lightsaber and escapes, her vengeance served. All that the authorities find is Dequc's abandoned yacht, filled with Black Nebula computer records.

(***Mara Jade: By the Emperor's Hand***)

- *In the city of Corestrike on Chrona, Mortris Galorr calls for people to come to Chrona and act as Protectors (law enforcers, basically), to help quell the growing lawlessness in Corestrike, and eventually all of Chrona. A group of candidates arrive and meet Mortris, his son (Arno), and his grandson (Selmar). They go through training and spend a night stopping crimes before being accepted as full Protectors and being set on the tail of Themog, the crime boss of Corestrike. They head for the Grinder, a local club, to speak with the proprietor, Moira Kruger, who has been helping hide Themog from authorities. They meet a droid inside who plays a recording for them. In the holo, Themog tells them that if they don't leave Chrona, the Gallors are going to be killed. Of course, the group doesn't just up and leave. Instead, they track down Themog and the hostages, battle and defeat Themog, and, of course, free the Gallors, becoming not only local heroes (which aren't wanted in these parts), but also respected Protectors in the newly crimeboss-free Corestrike.*

(***Heroes Need Not Apply***)

- *Still pursued by Ysanne Isard's forces, Mara Jade arrives on Kintoni to escape prying eyes. At the spaceport, she sees General Crix Madine arrive on the world and learns that Imperial ex-Governor Barkale is still on the planet as well. The capital has been taken by Rebels, and Mara knows that Barkale remaining in Rebel custody could only do harm to the Empire. She sneaks into the compound where Barkale is being questioned by Madine and other Rebels and hears Barkale admit to giving over the capital freely, but denying any useful knowledge. That night, Mara tries to sneak into Barkale's room to retrieve or execute him, but is caught by Madine. Madine thinks she is there to kill him, but when she reveals that she is after Barkale because he is suspected of stealing from the planet's Imperial treasury, she and Madine strike a deal. She frees Barkale and "escapes" with him to Barkale's home, where he has stored billions of credits worth of various items, which he says he took from the treasury when the Rebels took the capital. Mara recognizes a statue in the collection and realizes that he had been embezzling the items long before the Rebels came to Kintoni. She charges him with treasonous embezzlement and executes him. She takes enough to cover her trip away from Kintoni and leaves the rest for Madine and the Rebels. It has been one very eventful night.*

(***Mara Jade: A Night on the Town***)

- *Rogue Squadron goes to Tandankin to stop the citizens' subjugation by Imperial forces. To stop the Imperial force's TIE fighters from launching, Wedge Antilles must destroy one of Tandankin's monuments. The citizens react to this with the same anger they felt for the Empire, until Luke Skywalker (still flying with Rogue Squadron) tells them of Wedge's heroics during the Galactic Civil War, and they let him off the hook.*
  (***Star Wars: X-wing Rogue Squadron Special***)
- *On Drogheda, Lando Calrissian and Princess Danu are attacked. After escaping, they are told by Queen Sarna's Royal Guard commander, Harlech, that the planet's revolutionaries are behind the attack. Lando agrees to help stop the revolutionaries, but the actions of Harlech in a raid on the revolutionaries gives Lando an uneasy feeling. He manages to get himself alone with one of the captured revolutionaries, who is about to tell him the truth of what is going on, but Harlech kills him to supposedly save Lando from the revolutionary, who had been given Lando's blaster as an act of trust. Lando goes to drown his uneasiness in a local cantina and learns that the revolutionaries are fighting for* democracy *and are being opposed by Sarna's forces, who are fanatically loyal to the monarchy. Lando goes to see Sarna and refuses to help her stop the revolutionaries. She orders Harlech and his men to kill Lando, but he escapes amid a revolutionary raid. In the raid, he breaks back into the royal citadel and takes Sarna hostage, just as the revolutionaries storm the room, killing Harlech when he attempts to attack them. With Sarna's rule in ruins, Danu (who was in league with the revolutionaries) orders Sarna into exile. Sarna, who had once been Lando's lover, convinces him to take her with him for a small fee, which is better than nothing. As plans are made for democracy on Drogheda, Lando and Sarna leave for the stars.**
  (***Sweetheart Contract***)*

***NOTE: This story first appeared under the same name as issue #83 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**

- *Lando Calrissian and Sarna part ways.*
  (conjecture based on *Sweetheart Contract* and *Wookiee World*)
- *Kella Rand has an interview with a supposed childhood friend of Han Solo. The Galactic News Network's local bureau airs the interview, and Kella is hired a month later by GNN. Her first assignment is to a mining revolt on Elom, where she gets information out past Imperial censors.*
  (conjecture based on *Kella Rand Reporting*)
- *In the wake of the Battle of Endor, many Rebel privateers retire now that they are no longer working toward Palpatine's downfall.*
  (conjecture based on *Rebel Privateers*)
- *The "Hammers" Elite Armor Unit is rushed off of to crackdown on anti-Imperial movements, once again becoming mere pawns instead of the powerful force they had earned a reputation for being.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *Niclara Varnillian resurfaces in the Outer Rim Territories, commanding a group of Imperial military vessels and attacking the New Republic outposts in the area.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *Han Solo, Lando Calrissian, and Chewbacca take the* Millennium Falcon *and Lando's* Cobra *to Kashyyyk so that Chewie can visit his family. Upon arrival, they find that Chewie's father, son, and wife have been kidnapped. They then meet a strange alien named Knife and his bodyguard, Chewie's brother-in-law, Vargi. Knife, it seems, is trying to give new life to the Wookiee slave trade. Our heroes manage to stop them, though, and Knife escapes the planet using Lando's* Cobra*. Chewie is reunited with his family.**
  (***Wookiee World***)*

***NOTE: This story first appeared under the same name as issue 91 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

- *Massad Thrumble's droid, Doc, is taken captive by the Pike (AKA Pikkel) sisters.*
  (conjecture based on *Shadows of the Empire: Evolution*)
- *With Black Sun in shambles, various members attempt to win dominance within the organization, while Guri searches for the answer to just how "human" a human replica droid can be. Alone in space with her* Stinger *she single-handedly destroys an Imperial Star Destroyer and continues on her way to Hurd's moon. At about the same time, on Coruscant, Azool, a Falleen antique trader, learns from a Rodian informant, Prevaro, that Guri is alive and soon meets with Kar Yang, a bounty hunter whom he hires to track Guri down. As Guri reaches her destination, Yang and his droid companion Lintu discover the remains of the Star Destroyer she destroyed. On Hurd's moon, Guri tracks down her creator, Massad Thrumble. She wants him to reprogram her and delete her assassin programming. He cannot do so, however, without his droid, Doc, who was kidnapped by the Pike (Pikkel) sisters. She leaves to track Doc down. The women take Doc to Spinda Caveel on Murninkam. Guri tracks them there, but her ship is damaged by a robotic picket ship and crashes in a nearby swamp. At Hurd's moon, Yang speaks with Thrumble and learns where Guri has gone. Back on Murninkam, Caveel wants Doc to program one of his droids to be an assassin. On Coruscant, Prevaro corners Azool and accuses him of being Xizor. When Azool takes off "his" mask, however, "he" reveals "himself" to be Xizor's niece, Savan. As Yang heads for Murninkam, Guri makes her way into Caveel's estate and recaptures Doc. On Coruscant, a meeting of many powerful Black Sun members is held as they argue over who will take over the organization. From elsewhere, Leia Organa, Luke Skywalker, Han Solo, Chewbacca, and Lando Calrissian observe via video. On Murninkam, Guri and Doc make their way to the* Stinger *but a newly-arrived Yang, now wanting Guri for himself, puts a tracking device on the ship. The Rebels arrive on Coruscant to negotiate terms with the fractured Black Sun. Xizor's niece disguises herself as a human and tempts Han Solo, leading them into a situation in which they must save her from assassins. On Hurd's moon, Yang, knowing his droid will stick to the orders they were given, destroys the droid. Guri arrives shortly and is about to be reprogrammed when Yang enters the lab. She kills him and the procedure continues, as Savan heads for the moon. On Coruscant, the feuding members of Black Sun engage in an inter-organizational war for power. The Rebels soon learn of Savan's identity and head to Hurd's moon to find her, even as she and Prevaro and Savan arrive on the moon themselves. They gather some "scum" and prepare to attack the lab, even as the Pike (Pikkel) sisters arrive on orders from Caveel to destroy Guri. In the lab, Guri awakens, reprogrammed. The Rebels land on the planet and head for the lab as well. Shortly, the Rebels engage the sisters and Caveel outside the lab, as Savan and Prevaro make their way into the lab. In the street, the Pike (Pikkel) sisters cease fighting and leave Caveel behind. Guri, Doc and Thrumble head for the* Stinger*, but Savan has set up an ambush. When they arrive at the ship, Guri takes out the goons, showing that she has been reprogrammed, but her reflexes remain to protect her. Unknowing that she has been reprogrammed, Savan uses a Falleen phrase to order her to kill Thrumble and Doc, but she turns on Savan and knocks her out because the phrase no longer works. With Savan in custody, the Rebels introduce themselves to the "new" Guri and head away from the moon. As they leave, Guri meets a familiar man in the cantina. They had never met formally, but he recognizes her from his past experiences. The man is Dash Rendar, and a new partnership is formed.*
  (***Shadows of the Empire: Evolution***)*

***NOTE: I have moved this entry to earlier in the year based partly on the suggestion of Rob Mullin and its timeframe mentioned in the *Essential Chronology* and partly on the fact that, for**

the life of me, I cannot remember why I'd had it placed in the middle of the *X-wing* comics to begin with. This puts it into line with both the Dark Horse Comics internal timeline and the *Essential Chronology*.

- *Han Solo, Lando Calrissian, and Nein Numb meet up at the shipyards of Fondor. Lando gives Han and Nein Numb the responsibility of transporting two royal heir children to Vandelhelm in the hopes that the metalworks business on Vandelhelm will supply the Alliance. Vandelhelm's Guildmaster Orrk and Imperial Admiral Mordur don't like the idea of the heirs returning to the planet, though, so they try to destroy the* Millennium Falcon *in an asteroid field, to no avail. When they met Orrk on the planet, he soon attacks them again, but they escape aboard the* Falcon*. Shortly thereafter, they are escorting some barge ships when they are attacked again. They make it away from the convoy just in time for the Alliance to pick them up aboard a Nebulon-B Frigate. The kids are then safely transported back to Vandelhelm.**

(***The Vandelhelm Mission***)*

***NOTE: This story first appeared as *Supply and Demand*, a story in the Marvel Comics Timeline. It was reprinted by Dark Horse as *Classic Star Wars: The Vandelhelm Mission* and made a part of the Official Continuity.**

- *Imperial Moff Born Tascl of Cilpar prepares to turn over Cilpar to the Rebel Alliance, but changes his mind and attacks the local Rebels.*

(conjecture based on *Star Wars: X-wing Rogue Squadron*--"The Rebel Opposition")

- *Ephant Mon returns to Vinsoth and begins a movement to integrate the slave population with the normal population as an equal society.*

(conjecture based on *The Essential Guide to Alien Species*)

- *With Jabba the Hutt's death, other Hutts start thinking of taking an interest in Tatooine, even as Lady Valarian expands her operations.*

(conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Tatooine")

- *Malakili and Porcellus set up the Crystal Moon Mos Ethna restaurant. A chain of such restaurants will soon develop, but eventually dwindle back down to this primary restaurant.*

(conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")

- *When a mass mutiny of Imperial forces arises among Captain Meres Ulcane's Outer Rim troops, he flees and soon falls in league with another former Imperial, who has begun the movement known as the Kaarenth Dissension.*

(conjecture based on *Counterstrike*)

- *The Alliance of Free Words (formerly the Rebel Alliance) issues the Declaration of the New Republic. Mon Mothma, Leia Organa, Sian Tevv, Borsk Fey'lya, and other representatives sign the document at Endor.*

(conjecture based on sources all over the continuity)

- *With the Declaration of the New Republic, Admiral Harrsk becomes the first Imperial commander to break away to become a warlord.*

(conjecture based on *The Essential Chronology*)

- *With the Declaration of the New Republic, a group of Imperials (Grand Moff Ardue Kaine, Imperial Governor Ib Dekeet, Commerce Master Commissioner Gregor Raquoran, Dynamic Autamata Corporate Head Elta Besk, and Galentro Heavy Works Representative Wyrn Otro) meet to discuss the future. They, under Kaine's suggestion, form the Pentastar Alignment under the Pentastar Alignment Treaty. They will join forces into a new political, economic, and military power to maintain their power in the Outer Rim Territories. Their first move will be to clamp down on the systems they already control, before branching out.*

(conjecture based on *The Pentastar Alignment*)

- *The planet Bhuna Sound joins the New Republic.*

(conjecture based on *Star Wars Tales* #5 via *TimeTales*, paraphrased)

- *The Galactic Regulatory Commission (basically a Federal Reserve Board for the* Star Wars *galaxy) is formed.*
  (conjecture based on *The Official Star Wars Adventure Journal* #15 via *TimeTales*, paraphrased)
- *The New Republic Diplomatic Corps is created.*
  (conjecture based on info found on the Wizards of the Coast website via *TimeTales*, paraphrased)
- *Many corporations who had exclusive contracts with the Empire approach the New Republic. Industrial Automaton is soon commissioned to design a top secret droid (the R7) for FreiTek Incorporated's forthcoming E-wing starfighter, which is still in its very early development. While the R7 is being designed, Industrial Automaton also begins work on the R6 astromech droid line, to boost profits.*
  (conjecture based on *The History of R-Series Astromech Droids*)
- *With the official birth of the New Republic, the mercenaries of Coyn recognize the Republic as legitimate and begins taking contracts from both the Republic and Empire.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *With the Emperor's death at Endor, the people of Entralla rise in opposition to its Imperial Governor . . . an action that the newly-formed Pentastar Alignment takes none too kindly.*
  (conjecture based on *The Pentastar Alignment*)
- *Slar-dan Ti Gardi attempts to bribe New Republic Lieutenant Commander Dasha Fanron as he used to bribe Imperials in the Ison Corridor. Fanron arrests him..*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *The New Republic Scout Service is created.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 8: Scouts" via *TimeTales*, abridged)
- *Var Talak is hired into the New Republic Scout Service and assigned to the Nova Scouts for training. During a training exercise designed to give a scout experience in locating a hidden Imperial base, Var's team actually found a real Imperial base. Var took the initiative, after gauging his enemies strengths, and crashed his scout vessel into the base's command center. He wiped out the majority of the Imperial personnel and scattered the rest, but died in the attempt. The surviving members of his training team returned to report on his actions, and further investigation by the New Republic revealed the true nature of the base. Var was posthumously named the first member of the Nova Scouts' Hall of Fame.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 8: Scouts" via *TimeTales*, verbatim)
- *Imperial General Arnothian fancies himself as a warlord, having broken away from the Empire. He maintains a TIE Defender production facility on an unspecified world.*
  (conjecture based on *Isard's Revenge* via *TimeTales*, verbatim)
- *The Empire abandons its base on Ord Mirit, and shifts the garrison from there all the way over to Corellia to help hold the shipyards there.*
  (conjecture based on *Rogue Squadron* via *TimeTales*, verbatim)
- *When the Alliance first confiscated the* Slave I*, no one really had any idea what to do with it. For one thing, there was a lockout code on the auto-pilot computer. Rebel staff had been able to get inside the ship and access the computers, but they couldn't fire up the engines. They ended it up towing it to the Alliance's storage base on Grakouine. Given time, they could eventually crack the codes and the ship would be theirs. Then what to do with it? The Alliance, flush with new legitimacy, had no need for a bounty hunter's ship. Skywalker, Organa, even Solo wanted nothing to do with it. Bad memories they said. Calrissian nearly had Voren Na'al sold on the idea of renting it out to carnivals before Admiral Ackbar*

nixed the idea. It sat untouched on Grakouine for months. With other pressing matters, it was quietly forgotten.

(conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)

- *After surviving the Battle of Endor, Aban, is promoted to Captain in the Imperial Navy.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Battle for the Golden Sun" and *Dark Force Rising* via *TimeTales*, abridged)
- *The Imperial-backed SoroSuub corporation, under the New Republic government, becomes an illegal operation.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *When the Pentastar Alignment makes a move on Entralla, Entrallan Rebel officer Colonel Andrephan Stormcaller asks the New Republic to step in and defend his world. When they do not, he and many of his comrades (including Sully Tigereye and Max Kempo) resign from the New Republic military and form the Red Moons. The team soon begins its own personal war on the Pentastar Alignment.*

  (conjecture based on *Blasters for Hire* and *Blaze of Glory*)
- *Captain Korren Starchaser begins working as a New Republic scout.*

  (conjecture based on *Scouts' Dispatch*)
- *Two Weequay bounty hunters, Solum'ke and her husband (or is that just a cover?), Diergu-Rea Duhnes'rd, have been honeymooning on Zelos II. After being approached by a Qwohog named K'zk, they have agreed to go with him during the Day of the Sepulchral Night to find a lost merchant prince's treasure on the upper edges of Zelosian's Chine, a mountain range that is only underwater during the Day of the Sepulchral Night. On their way, they discover a wrecked sail vessel and bring aboard two Corellian survivors, Hanugar and Sevik. They were treasure hunters as well, and ran into an unexpected reef. Upon finding Zelosian's Chine and the treasure inside, Diergu-Rea and Solum'ke are trapped on Zelosian's Chine as K'zk reveals that he has been in league with the Corellians all along, simply using the Weequays in case the Corellians couldn't handle the job themselves. As K'zk and the Corellians leave with the treasure, Diergu-Rea and Solum'ke prepare to wait for the next passing sail barge . . . and to use the bits of treasure they still have to pay for a rescue. They'll get the rest of the treasure eventually. After all, they're two of the best Weequay bounty hunters in the business.**

  (***Day of the Sepulchral Night***)*

***NOTE: This story has no direct references to whether it takes place during the *Classic Trilogy*, or if it does, when during that time frame it occurs, but based on the "Adventure Hooks" included with it and their mentions of the New Republic, I'm inclined to include it here, after the recent declaration.**

- *On Entralla, smuggler/gambler Reina Gale and her Grigoran partner, Rollos, are set up by Begas Tok. When they deliver their cargo of hexacrystals (which they don't have a permit for) to Tok (who has a permit to deal in them), Tok has Pentastar Patrol agents ready to arrest them. When Rollos manages to cause a distraction and let them escape, they run through the streets until they encounter the Red Moons, led by Andrephan Stormcaller. Stormcaller tells them they'll help Reina and Rollos escape, and in return, Reina and Rollos will get a copy of the plans to the security layout of the Lunar Night festivities a week later. They seem intent on killing someone during the Parade of Ghosts, but, much to Reina's surprise, that's not what the Red Moons have in mind in their war on the Pentastar Alignment. Reina agrees to get the plans for them, for a total cost of 10,000 credits.*

  (***It's a Gambler's Life***)
- *After a successful attack by the Red Moons on a Pentastar Alignment vessel, New Republic General Airen Cracken sends a file to all New Republic Special Ops*

teams regarding the Red Moons. Later, the Red Moons team destroys a Pentastar Trust and Safety Assurance Bank on Entralla.

(***Blasters for Hire***)

- *Sate Pestage organizes the Empire in the wake of Palpatine's death and becomes its ruler.*

(conjecture based on *Wedge's Gamble*)

- *As the New Republic begins to grow in influence, Krova the Hutt, who is responsible for numerous Rebel deaths, including those at Kolanda Station on Latharra, goes on the run, knowing a bounty has now been put on her head by the new government.*

(conjecture based on *Wedge's Gamble*)

- *King Arno and Queen Leonie of Zeltros hold a celebration for the Alliance's victory at the Battle of Endor. During the celebration, a Nagai force storms the ballroom. The Zeltrons immediately begin emitting pheromones to subdue the Nagai, but to no avail. Very soon, though, the Tofs, a longtime enemy of the Nagai, will arrive to shift the alliances of the warfare.*

(conjecture based on *The Essential Guide to Alien Species*)

- *Conflict breaks out between the Alliance of Free Worlds and the Nagai, who are also engaging an older enemy. A short while after this occurs, Nagai Lieutenant Den Siva is called before Knife (yes, the same man that Han and Chewbacca dealt with on Kashyyyk), his CO, where he reports that the squadron in the twelfth sector has been out of contact for some time. Knife is not amused, but he brushes it off in order to enjoy torturing an Alliance captive. On Trenwyth, Leia Organa is stranded with the Zeltrons Rahuhl, Jahn, Marruc, and Bahb while their ship is being repaired. They had jumped out of hyperspace into the midst of a battle and their ship was damaged in the fighting. Leia finds a Nagai survivor, Tai, and they nurse him back to health. The ship is finally repaired and they leave Tai on the planet, instead of taking him prisoner. Tai is recovered by his comrades and taken back to Nagi, where he is brought before Den Siva and Knife. After telling them how he survived, Knife executes him for being weak enough to take aid from the enemy..**

(***Tai***)*

***NOTE: This story first appeared under the same name as issue #103 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity. It is quite difficult to work this in just right due to the Nagai Invasion not being part of the Official Continuity except for this story and EGAS entries, when it was such a huge part of the Marvel Timeline that this story is derived from. But, based on the Marvel Timeline, this is really the only place to put this and have it relatively consistent with the writer's original timeframe. Sorry if having the invasion contained in one entry is a bit "tidy," but, hey, working CSW:ALTA in seemlessly is next to impossible most of the time.**

- *Lumiya has teamed up with another Force-user named Flint. She and Flint will confront the Nagai, but Flint will be killed in the conflict. At some point during the Nagai and Tofs conflict, Lumiya confronts the Rebels who left her for dead when she was Shira Brie. Again, the confrontation ends with her left for dead, but she will again emerge stronger than ever . . .*

(conjecture based on *Lumiya: Dark Star of the Empire* and *The Emperor's Pawns*)

- *After conflict between the Alliance and the Nagai, the Zeltrons and the Nagai, the Nagai and the Tofs, the Alliance and the Tofs, and the Zeltrons and the Tofs (get all that?), the Nagai join forces with the Alliance and the Zeltrons to battle the Tofs. After a short while, the Tofs are defeated, and the Zeltrons begin a two-month-long party to celebrate the victory. As for the Tofs, they retreat to their homeworld and are rarely seen after their defeat.*

(conjecture based on *The Essential Guide to Alien Species*)

- *In the wake of the Nagai conflict, Lumiya is again alone. She seeks to rebuild her own fleet, going so far as to ask Ysanne Isard for Royal Guards. Isard agrees, but*

gives her two new missions. First, she is to take an Imperial task force into the Cron Drift. There Lumiya discovers a group of New Republic starfighters at Communications Research Station Epsilon Nine in the Cron Drift, where Imperial scientists are considering working with the New Republic. After defeating the NR ships, Lumiya enters the station, where she gives the scientists a reminder that their loyalties lie with the Empire and consorting with the New Republic will be considered treason. She leaves them to their work, promising to return soon. The scientists have no choice but to obey. Their communications equipment will probably not be able to get a distress call out to the New Republic. As for her second mission, hunting down Mara Jade, she will apparently be unsuccessful. However, after the Cron Drift mission, she will begin to fade into the background to further delve into the Sith arts, taking an apprentice—Carnor Jax.

(***Lumiya: Dark Star of the Empire*** and *The Emperor's Pawns*)

- *Dirk Harkness leaves New Republic Intelligence and becomes a mercenary.*
  (conjecture based on *Chessa's Doom*)
- *In a pitch black cell, Dirk Harkness is a prisoner of the Empire. He and his fellow prisoner, Master Sergeant Jai Raventhorn of the Alliance Infiltrators, talk in their cells about loss and regaining their memory. Raventhorn was part of an Infiltrator group that was led by an overzealous C.O. who had gotten everyone but her, presumably, killed. She had been captured and tortured. Dirk had been on Zelos II with Platt Okeefe and Tru'eb, but when he had heard that the shipment of arms they had snatched from under the locals' noses was destined for a hidden Imperial garrison, he acted on a tip about an Infiltrator group being taken down and headed for the garrison's presumed location, only to be captured. Platt and Tru'eb mount a rescue assault and find Dirk being held before an Imperial torturer and a female Imperial Major. They save Dirk and as they are trying to escape, they find Jai holding the Major at gunpoint. She had made the Major send out a communication. Zelos II is now a New Republic holding. The Imperials are advised to "get the hell outta dodge," to put it mildly. Platt and Tru'eb take Dirk and Jai back to the* Last Chance *and they head for Wroona to get Dirk and Jai back into Rebel-sympathetic hands. While en route, Dirk suggests that Jai should join him in his mercenary life, as she has no love for the New Republic, but hates the Empire as much as he does. She considers it as Dirk falls blissfully, exhaustedly asleep.*
  (***Gathering Shadows***)
- *Along with Jai, Dirk Harkness works to form the mercenary group the Black Curs.*
  (conjecture based on *Chessa's Doom*)
- *Slar-dan Ti Gardi is released from where he had been being held for bribery charges. He meets Borun Call and learns the arts of the slave trade.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #8)
- *Mining operations on Orax cease, but the world's ecology is thoroughly wrecked.*
  (conjecture based *Alien Encounters: The Shard*)
- *A new bounty hunter by the name of Andov Syn appears in crime circles. Syn hunts other bounty hunters who have bounties posted on them by criminals and corporations. Syn avoids working for both the Empire and the New Republic, instead hunting on his own. Syn wears battle armor that conceals his identity. Andov Syn is really Nariss Siv Loqesh.*
  (conjecture based on *Hunting the Hunters* via *TimeTales*, abridged)
- *Moff Gronn becomes Imperial governor of the Allied Tion.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, abridged)
- *Pakkerd Light Transport, a division of Sienar Fleet Systems that builds various TIE models, is sold off by SFS and starts producing "a complete line of repulsorlift utility vehicles."*

(conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)

- *Arhul Hextrophon, executive secretary and master historian of the Rebel Alliance, compiles the* Official History of the Rebellion, Volume One--*detailing the heroes and conflicts of the Galactic Civil War. Hextrophon began the project as a series of daily diaries surrounding his duties as Mon Mothma's secretary. The* Official History *includes interviews with Luke Skywalker, Han Solo, Princess Leia Organa, Chewbacca, C-3PO, R2-D2, and Bail Organa.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Star Wars Sourcebook" via *TimeTales*, verbatim)
- *The Galactic Court, the highest-ranking judicial court in the galaxy, is formed by the New Republic.*

  (conjecture based on *Planet of Twilight* via *TimeTales*, verbatim)
- *New Republic Admiral Graf is promoted to head of Fleet Intelligence.*

  (conjecture based on *Tyrant's Test* via *TimeTales*, verbatim)
- *Xenovet, a bio - engineering corporation based near Munto, on the planet Commenor, primarily created to manufacture veterinary medicines for exotic species that catered to the needs of many Imperial leaders who liked to keep exotic pets as status symbols, begin to work on breeding programs which would restore endangered species to their native worlds as the Empire crumbled in the wake of the Battle of Endor. However, as the New Republic struggled to rebuild worlds for sentient species, Xenovet's activities took a back - seat and the corporation eventually went out of business.*

  (conjecture based on *Iron Fist* via *TimeTales*, verbatim)
- *Dengar and Manaroo get married, with Boba Fett as best man.*

  (conjecture based on *Payback: The Tale of Dengar* via *TimeTales*, verbatim)
- *Barab I is liberated from its' Imperial overseers, but the continual hostility caused continual headaches for the New Republic. Furious over a broken shipbuilding contract, the Barabels nearly go to war with the Verpine. The Barabel even arranged to sell freeze – dried Verpine body parts to the insect – eating Kubaz. The crisis was averted without undue bloodshed, but no diplomat can predict what the ferocious Barabal will do next.*

  (conjecture based on *The Star Wars Encyclopedia* and *The Essential Guide to Planets and Moons* via *TimeTales*, verbatim)
- *Moff Tragg Brathis forms the Grand Imperial Union, an affiliation of former Imperial Moffs and their followers.*

  (conjecture based on *Tyrant's Test* via *TimeTales*, verbatim)
- *The DA-series of droid is developed by the New Republic.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, abridged)
- *Keleman and Noell Ciro join the Alliance. Noell begins training as an Alliance fighter pilot, while Keleman joins the commando units.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *When several convoys are destroyed by a group of TIE Interceptor pilots who have gone pirate, Commander Vanden Willard calls upon General Lando Calrissian to lead an assault to stop them. He is given carte blanche to bring anyone into his team as he likes and to request any equipment the New Republic can provide. Lando assembles a large task force, including Air Marshal Von Asch, the Imperial who trained the TIE pilots in question. Another member of the team, Siro, has serious reservations, but relents. The team heads for the Abraxas system, where the pirates seem to be hiding out. Lando takes his requested ship, the* Millennium Falcon*, and heads with the team to the Abraxas system. On the way in, force member Kine "accidentally" gives the* Falcon *a close call on some debris, but flies otherwise fine. Upon landing, the team realizes too late that they've walked into a trap. A firefight ensues, during which Kine reveals that he*

is a traitor in their ranks. He shoots Lando and uses Siro as a hostage. The pilots, led by Lieutenant Kiela, had worked with Kine to set up a trap to lure in the team and bring Von Asch back to his men. Asch is not at all pleased that his honorable pilots have become dishonorable pirates. His former students deem him with the enemy based on his anger and are about to kill him when Lando reappears and saves him. Siro escapes from Kine, who, along with the other Imperials, is surprised to see a ship, flown by Nien Numb and Lobot, decloak above them, giving the good guys a needed edge. In the battle, Kine tries to use a lightsaber to kill Siro, but Asch steps in the way, saving her because, as he says, she has a destiny. Siro kills Kine as well. Later, Lando and Willard discuss the mission. Lando had realized Kine was in league with the pirates when he could fly the Abraxas system with only faked troubles, thus he had changed the charge on Kine's weapon to non-lethal and called for the cloaked stealth fighter from a museum on Dantooine to be added to the mission. All in all, his scoundrel past and way of thinking saved the day. Willard offers him the chance to lead more missions in the future. Lando takes out a coin and says he'll flip him for it . . .

(***Lando's Commandos: On Eagles' Wings***)

- *As the Empire begins to drop back in its positions, support vessels for the slave ship* Azgoghk *are recalled, leaving the ship vulnerable to Rebel attack. The Rebels take advantage of the situation and free the slaves aboard, but Admiral Mir Tork and Dr. Leonis Murthe escape. The remaining slaves either die shortly after their rescue or end up homeless refugees, as Galmud has been stripped by the Empire. The* Azgoghk *is left behind. (To be continued below . . .)*

(***Boba Fett: Agent of Doom***)

- *Rostat Manar, a Sullustan Alliance Y-Wing pilot, resigns his commission and goes to work in the private sector. He had tired of war, and believed that he had achieved his goals. He took a position as a pilot with Event Vistas, and within a year was promoted to chief pilot aboard the* Nebula Queen*. However, on a short leave, he was kidnapped and brainwashed by agents of the Imperial warlord Zsinj as part of Project Minefield.*

(conjecture based on the *Solo Command* via *TimeTales*, verbatim)

- *Isolder catches Harravan, who dies in prison before naming his accomplices.**

(conjecture based on *The Courtship of Princess Leia*)*

***NOTE: Entry moved based in information provided by StarKiller.**

- *Breslin Drake begins to serve the New Republic Intelligence agency.*

(conjecture based on the *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, abridged)

- *The Slyte disappears and is replaced by his associate Bran Kemple, which causes the Belsavian smuggling industry to dry up.*

(conjecture based on the *Children of the Jedi* via *TimeTales*, verbatim)

- *As Sate Pestage tightens his reigns on the Empire, the growing body known as the Imperial Ruling Council tries to make a move on Pestage's position, but their plans are fouled by Sarcev Quest, a former hand of Palpatine. Around this same time, it would seem that Sate Pestage abandons the throne to delve deeper into the Dark Side, leaving a clone of himself in charge of the day-to-day running of the Empire, just as Palpatine had left him to run the day-to-day operations before. The clone, however, will soon grow paranoid and perhaps mad, causing Quest to abandon him. Quest will eventually come to ally himself with the Royal Guardsman Carnor Jax, whom he may or may not recognize at the time as Lumiya's Sith apprentice.*

(conjecture based on *The Emperor's Pawns*)

- *Corran Horn takes Chertyl Ruluwoor, a Selonian, to The Annual CorSec Awards Ball. The unattached male officers in his branch put together a pool to see who would take Chertyl to the celebration. Each man was required to buy a ticket for five credits and the winner – whom everyone considered a loser – would get the*

pot to compensate for the evening. The Awards Ball pool is a tradition dating from a time when the Director had a daughter who, as decorum dictated, could not go to the Ball unescorted. The Director refused to order someone to ask her to go, though he did order participation in the pool. Most years the prize is someone in the squad who has volunteered to be "won," with the prize money going to the Survivors and Orphans fund. This year, though, the prize was Chertyl, who had been sent to the unit to get some training under a cultural exchange program, and she knew nothing about it. Most everyone who knew what was going on thought it was barbaric, but they hid behind tradition. Corran manipulated the pool so he would win, and showed Chertyl the time of her life. Unfortunately, biochemistry between the pair kept them from getting together . . .

(conjecture based on *Wedge's Gamble* via *TimeTales*, verbatim)

- *Rogue Squadron must make a food convoy run from Cilpar to Mrlsst. Cilpar is unaligned, but an Alliance representative, Targeter, has established contact with a Cilpar underground, who wish to join the Alliance. Upon arrival in Cilpar airspace, the Rogues are attacked by TIE fighters. Wes Janson is shot down, so Tycho Celchu lands to recover Janson. The rest of the squadron heads to their temporary base just west of Kiidan. They soon learn that the food convoy never arrived in the first place because someone tipped off the Imperial forces on the planet. They decide that they must find Targeter and her underground. Elsewhere, Tycho finds Janson and they hide out in a cave. Back at the Alliance encampment, a group of underground forces led by Elscol Loro arrives. They take the Alliance group to Tamarack, Loro's former home, to show the Rogues what Moff Boren Tascl has done to the local populace in his hunting of Rebels. In essence, this makes the Rebels as much a threat as the Imperials. Back in the cave, Tycho and Janson are surprised to meet a woman they believe at first to be Leia Organa. Actually, she is Winter, who is Cilpar's "Targeter." Back at Tamarack, the underground and Alliance forces are attacked by Tascl's Imperial forces. They manage to escape, though. At the same time, Tycho has made his way to the local Imperial base and managed to infiltrate their ranks as a TIE Interceptor pilot, so that he may make his way back to the others and get help for Janson. Shortly thereafter, he must join the local TIE squadron in attacking the Rebels and underground. In the ensuing battle, Tycho's own astromech, piloting his X-wing, shoots him down--or at least he thinks it is his astromech. It is actually Winter, who then returns to Janson's side. Back at the cave, shortly after Winter's arrival, Vance Rego, a member of the underground, arrives with a handful of stormtroopers and takes Janson and Winter (whom he believes to be Leia) prisoner. In the jungle, Tycho is "rescued" by the Imperials only to wind up in the same base-bound transport that Winter is in. Vance, the traitor, brings word to the Rebels and underground that Princess Leia (actually Winter) has been captured. They decide to both hit the Imperial base and save "Leia." In the ensuing battle, Tycho once again flies with the Imperials, but soon turns on them. Vance is discovered as a spy and knocked out of a transport by Groznik, Loro's Wookiee companion. he is then devoured by a ronk in the jungle. As for Tascl, Groznik nearly kills him for killing Throm Loro (Elscol's husband), but instead they take him into custody. With the local Imperials dealt a major blow, the Rogues leave for Mrlsst, with Elscol as their newest squadron member, with Groznik in tow.*

  (***Star Wars: X-wing Rogue Squadron*--"The Rebel Opposition"**)

- *Rogue Squadron arrives on Mrlsst to place the Alliance's bid on a new cloaking technology designed to cloak individual starfighters. Once on the planet, Wedge Antilles meets up with Mirax "Myra" Terrik. Shortly thereafter, Tycho and several other Rogues witness a rally by the Ante-Endor Association (AEA), who refuse to acknowledge that the Battle of Endor and Palpatine's death ever happened.*

When Tycho confronts the crowd, he is laughed off. When he is finally away from the crowd later in the day, members of the AEA try to kill him, but he is saved by what appears to be the ghost of a Jedi Knight. The rest of the Rogues enjoy and evening of leave in a local bar, listening to the musical group, Ghost Jedi, when waitress Koyi Nomad tells them about the real stories of a Jedi ghost on campus of the Mrlsst Academy. They also then encounter Rorax Falken, a composer and technological genius, who shrugs off any attention. Then the Imperial negotiator/bidder arrives for the bidding procedures. The representative is Loka Hask, the Imperial whose pirate activities caused the deaths of Jagged and Zena Antilles, Wedge's parents. Soon, the Imperials and the AEA team up to attempt to steal the datacards containing the specs of the cloaking device and frame Rogue Squadron member Tycho Celchu for the crime. While Wedge is arrested, the rest of the Rogues go on the lamb, finally hiding with the Mrlsst underground. Back at the prison, the ghost of Junak (i.e. the Jedi ghost) frees Wedge from prison. The ghost then visits Elscol and Groznik, taking on the appearance of Throm and ordering Groznik to knock Elscol unconscious. In space, Dllr Nep and Mirax arrive at Rorax Falken's asteroid lab only to learn what Wedge is already informing the rest of the group--that the Phantom Ship project was a fake, created as a way to milk the Empire for money. During that encounter with Falken, it is revealed that the ghost Jedi is really a holoprojection created by Falken. In retaliation for the Rebels tenacity in staying alive, Hask orders an attack on Mrlsst. As the rest of Rogue Squadron battles for Mrlsst, Mirax, Dllr, Elscol, and Groznik deal with an invasion of Falken's asteroid by Hask and his troops. In the ensuing battle, Mirax, Dllr, and Elscol escape with plans for a gravitic polarization beam (i.e. portable planet-slicer), Falken is killed, and Groznik is nearly killed covering the team's escape. Upon learning what the portable planet-slicer can do, Mirax and company turn the device on the asteroid lab, destroying it (including Hask and Groznik) and Hask's Interdictor cruiser. The Rogues regroup on Mrlsst and finally leave the planet.

(***Star Wars: X-wing Rogue Squadron*--"The Phantom Affair"**)

- *Nam Chorios begins to be colonized again.*

  (conjecture based on *Planet of Twilight*)
- *Rogue Squadron is sent to Tatooine to aid Winter in a covert investigation. On Tatooine, Winter is planning to attend Huff Darklighter's gathering to commemorate the anniversary of Biggs Darklighter's death at the Battle of Yavin. Wedge, Elscol, Tycho, and Winter (under the name Windmere Wellen) attend the gathering. The other Rogues enter into a bar fight and are hired by Kap Dendo to aid him in a raid on the Darklighter estate (which is a diversion that Winter ordered so that she could steal an important disk in Huff's possession). When the time comes for the diversion, though, it is not Kapp's team, but an outside party who manages to steal the disk. It would appear that the second team of raiders, Rodians, were ordered to steal the disk by a Twi'lek named Firth Olan, who has been "conspiring" with the brain spider-bound Bib Fortuna. As the Rebels from the gathering pursue the Rodians, they end up confronting the planned raiders and thereby reuniting Rogue Squadron, while the Rodians get away. After returning to Darklighter's home, they learn (from Huff and Winter) that the disk contained a map to a large cache of weaponry that once belonged to Lirin Banolt, along with the* Eidolon *a strike cruiser which carried multiple TIEs, but vanished on its first mission. Olan apparently wants it so that he can gain prominence in the black market and have the power necessary to become Tatooine's next governor. As Rogue Squadron heads to stop Olan, Olan orders his TIEs into the air. Once that battle begins, Olan's TIEs are joined by Imperial TIEs sent by Captain Marl Semtin, from an orbiting Star Destroyer. Olan escapes to Ryloth, to which the Rebels and Imperials follow him. Once there, Koh'shak, Olan's clan leader, creates a contest in which two Imperials and two Rogues are to race to a*

"globe of victory" over who will be allowed to take Olan into custody. The Imperials win, but only because Wedge goes back to help a wounded Winter. Olan then manages to escape with the Imperials, who didn't plan to wait for the race to be won. The two Imperial troopers, one of which is Sixtus Quinn, decide to join the Rebels and they, with a stowaway Bib Fortuna, head off in pursuit of Olan and the Imperials. They all arrive back at Tatooine, where Olan has been placed in charge of Eidolon Base, a base built around the weapon cache and named after the Eidolon*, which turns out to not have been fully spaceworthy to begin with. As the Rogues attack by air and a ground assault takes place (including Sixtus and Kapp), the Rebels capture the weapon cache and Sixtus takes revenge, killing Semtin. After the battle, the weapons are given to Tatooine's government. Elscol Loro decides to join up with Sixtus Quinn to lead a Rebel ground attack force. Winter and Tycho cement their fledgling relationship with a kiss. As for Firth Olan . . . his fate isn't quite so happy. Upon returning to Jabba's palace, his brain is taken and placed in a Brain Spider, while Bib Fortuna's mind receives a new body--Olan's. Bib Fortuna is at large once again.*

(***Star Wars: X-wing Rogue Squadron*--"Battleground: Tatooine"**)

- *C-3PO begins to record the early adventures of Luke Skywalker and the other Rebels into the Alliance computer known as Mnemos. One of his earliest tales is that of the Rebels' adventure on Gambler's World.*

(***Classic Star Wars: The Early Adventures—"*Gambler's World, Part II"** and

conjecture based on *Star Wars* comic strips and their continuation, *Classic Star Wars:*

The Early Adventures)

- *Moruth Doole takes over the Kessel spice mines.*

(conjecture based on *Jedi Search*)

- *Lady Valarian's protégé, Shiri'ani becomes enamoured with Firth Olan, not realizing that Firth is actually the man who first sold her into slavery, Bib Fortuna, in Olan's body. Bib begins using her to slowly rebuild his assets and work against Lady Valarian.**

(conjecture based on *The Essential Guide to Alien Species*)*

***NOTE: This could take place any time between *Battleground: Tatooine* and the TNJO era.**

- *The Rogues, including new pilots Feylis Ardele, Herian I'ngre, Ibtisam, and Nrin Vakil, go through some combat training in simulators. During their training, they get a visit from Grand Duke Gror Pernon. He tells them that the presumed-dead member of the Eiattu royal family, Prince Harrandatha (Harran) has returned and begun to move toward reinstating a monarchical government under his rule. Pernon wants help, especially that of Harran's long-lost sister, Isplourrdacartha (Rogue Squadron member Plourr Illo). The squadron escorts Plourr and Pernon to Eiattu where they meet Plourr's betrothed (against her wishes) husband-to-be, Count Rial Pernon. The group finally sets out to find Harran only to be ambushed by Imperials and saved by Harran and his People's Liberation Battalion (PLB). After hearing Harran out and returning to the capital, a dinner takes place. During the dinner, Plourr chooses to side with Harran and officially announces her desire to remove the hypocritical noble class from power. That night, as several Rogues dine with Harran's group, Harran is conspicuously absent. Instead of being with his band, he is in an interrogation/torture room with Moff Leonia Tavira, torturing one of his own men until finally killing him out of "mercy." Later, as the Rogues travel on foot, they are attacked by Imperial forces, only to discover that the forces bear ties to the Priamsta and nobleman Count Laabann. Several Rogues are captured, however. After the confrontation, Plourr finally tells her comrade that Harran cannot possibly be the true Harrandatha, because when she was a child, she killed Harran herself. He had been corrupted by Darth Vader and when the royal family was being murdered and Harran and Plourr were*

hiding, Harran would have given away their position (and their lives) if she hadn't silenced him by murdering him. Tavira then reveals to the captive Rogues that Harran Estillo (the current one) was really an imposter meant to take the real Harran's place in the royal family as a spy one day. To that end, he was programmed to believe that he was *Harran himself. The PLB then attacks the capital and is victorious. Upon ending that confrontation, Plourr faces off with "Harran," finally proving that he is an imposter after blasting his hand off (as he'd tried to kill her). As the smoke clears, Plourr decides to remain on Eiattu to rule with Rial. The Rogues leave Eiattu with one less pilot.*

(***Star Wars: X-wing Rogue Squadron*--"The Warrior Princess"**)

- *Ashern rebels on Thyferra contaminate bacta lot ZXI449F, which will make its way to Coruscant and render many citizens and soldiers allergic to bacta treatment.*

  (conjecture based on *Rogue Squadron*)
- *Mineral rites of the planet Eloggi are awarded to an enterprising Sullustan company.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Force Rising Sourcebook" via *TimeTales*, verbatim)
- *The Bakura-Class Destroyer is developed by the Bakurans in the years after the liberation from the Ssi-ruuvi invasion force.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, abridged)
- *Jerresk, a Quarren, and leader of band of pirates based on the planet Fluwhaka, begins attacking several New Republic supply ships, and he is promptly put on the Republic's Most Wanted list.*

  (conjecture based on *Boba Fett: Twin Engines of Destruction* via *TimeTales*, verbatim)
- *Quelii sector – home to Dathomir – comes under the control of Warlord Zsinj. While fearing the Nightsisters destructive power, Zsinj is unwilling to waste a large portion of his fleet guarding a relatively unimportant planet. As luck would have it, a remarkable find is made on Koratas, Dathomir's fourth moon. Digging through the thick, red – tinted soil, Imperial scientists stumble across several rich veins of neutronium, lommite and zersium. These minerals are the primary components in the alloy known as durasteel, the most common warship – grade armor used in Imperial ship construction. Excited by the discovery, Zsinj moved all his shipbuilding facilities to Dathomir, producing huge docks of scaffolding that stretched over ten kilometers in length. Since the Star Destroyers would have to guard the shipyard anyway, they could also keep watch over the planet . . . and the Nightsisters.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, verbatim)
- *Warlord Zsinj usurps the planet Kidriff 5 in the Kidriff system, and represented the furthest point Coreward that his influence extended. The planet was strategic for two reasons: first, it was a wealthy trade depot world along several hyperspace routes; second, its natural resources included several heavy alloys which were used to improve the strength and durability of TIE Fighter hulls. The governing body of the planet chose to build it up in the image of Coruscant, so much of the planet is covered by gleaming cityscapes. However, the planet's cities are relatively new compared to Coruscant's, and so the atmosphere is still clear. The Imperial forces there relaxed much of their security measures in order to increase the trade flowing through Kidriff 5's ports.*

  (conjecture based on *Solo Command* via *TimeTales*, verbatim)
- *Glom Tho is the site of a battle between Imperial and New Republic forces. It is the decisive encounter of the Hevvrol Sector Campaign. The New Republic troops were supplied with NeuroSaav Sure-Sight imagers which, according to NeuroSaav marketing material, was instrumental in defeating the Imperials.*

(conjecture based on *Star Wars: The Roleplaying Game* via *TimeTales*, verbatim)

- *On his first assignment after graduation from the Imperial Naval Academy, Pash Cracken leads his entire TIE wing in defecting to the Alliance. They become known as "Cracken's Flight Group," and their killing of a* Victory *– class Star Destroyer makes them legendary as well.*

(conjecture based on *Wedge's Gamble* via *TimeTales*, verbatim)

- *The Rogues (currently numbering nine--Wedge, Janson, Tycho, Hobbie, Dlrr, Feylis, Ibtisam, Herian, and Nrin) head to the Malrev system to search for the downed Bothan* Starfaring*. Upon arriving in-system, Dllr picks up on a strange sound, which leads them to the system's fourth planet and a TIE ambush, in which Wedge is shot down. The others find the ship and most of its compliment. During the first night, several Rogues and Bothans are driven to violence by an unknown force. Native Irrukiines attack the group, ending their little civil conflict. As the Irrukiines are attacking, their master, Cartariun (a Devaronian using Sith magic), heals Wedge and keeps him in a nearby temple. The Irrukiines are finally driven off by Nrin, who brings his X-wing to blast the Irrukiines into retreating. Cartariun continues using his Sith magic to give nightmares to the Rogues, searching for one who might be malleable to his will. As the Irrukiines attack the Rogues and Bothans again, Wedge escapes from Cartariun and enters the fray, driving off the remaining creatures. Dllr, however, goes to the temple and willingly hands himself over to Cartariun--the Sith magic has created a "music" that Dllr could not resist. Cartariun tries to corrupt Dllr, but when Dllr resists, he sics the Irrukiine on him and sics a squadron of TIEs on the Rogues. As Cartariun uses Sith magic to direct the battle, Dllr is able to get the drop on him, only to be shot in the back by Girov, leader of the Bothans, because he is seen using the Sith powers of the temple to attack Cartariun. Girov, it seems, had learned the power of the temple. He shoots off his own hand and animates it (using the power of the temple) to kill Cartariun. He then reattaches his hand. In the medical ward, Herian has suffered brain damage from the last battle, but still receives a message from the mind of Dllr telling Wedge to destroy the temple. As the Rogues head for the temple, Girov sends a fleet of TIE Interceptors to stop them. While the Rogues engage the Interceptors, Herian is guided by Dlrr to an X-wing and heads for the temple. In the skies over the planet, the Rogues are severely outnumbered, but the sudden arrival of Z-95 Headhunters from Eiattu (led by Plourr) turns the tide. Finally Herian, with the X-wing damaged, fires a proton torpedo into the temple while flying the X-wing inside. The temple is destroyed, along with Herian, Dllr, and Girov. The Rogues have won the day, but have lost two more pilots.*

(***Star Wars: X-wing Rogue Squadron*--"Requiem for a Rogue"**)

- *On Venaari, Sienn Sconn, professional thief who steals only from targets who deserve it (like Imperials), is relaxing in the Binary Bar, considering stealing an old Swoop hanging from the ceiling. Before he can consider it much more, Shandria L'hnnar, a New Republic agent who just stole sensitive data from an Imperial research facility on Venaari, comes in to hide. When Imperials come in after her, Sconn, against his better judgement, helps her escape. The Imperials, under command of Major Daraada, pursue them though the bar and in a wild chase aboard a stolen Imperial strike speeder. Daraada sends the bounty hunter Pentix Graphyt after them, and he and Sconn battle on the roof of the speeder as they hurtle toward an Imperial barricade at Ven-Kavi Spaceport. Sconn uses some explosives and Graphyt's jet pack to turn the hunter into a humanoid missile, blowing a hole in the enemy lines, allowing them (and Daraada's pursuing speeder) to enter the spaceport. As Shandria escapes in a Y-wing with the information, Sconn hides in a tunnel under the spaceport until Daraada leaves to take out his frustration by torturing his personal stormtroopers. In the tunnel,*

Sconn checks his pocket and finds that Shandria slipped him 25,000 credits for his help, along with a message: "Try not to steal from anybody for a while, okay?"

(***One of a Kind***)

- *With Imperials attacking and capturing transports in the Slice, Cosmohaul Shipping decides to recruit mercenaries (sorry, "freelance marines") to guard its shipments. One such shipment, full of R5 astromechs, is about to head on a Slice run. A group of mercs is hired by Paxtrell Snoygal to help protect the shipment from Imperials. The group boards the ship, the* Argent Lady*, piloted by Xalto Sneerzick, with co-pilot Babalabbet Swoont, engineer Zoodia Tantra, and droid G-3PO, and they head out on the run. Shortly into the run, the mercs discover Xal and the others inputting a virus into the R5s. It turns out that Xalto is actually a renegade droid abolitionist, and his virus (also used on G-3PO ages ago) liberates droid programming from servitude or slave-like positions. The abolitionists are planning to take the newly freed droids into the Mid-Rim Territories, but the mercs try to stop them, which ends up with the mercs imprisoned. Unfortunately, the abolitionists haven't made any preparations to deal with how the virus might mingle with the already-faulty R5 personality matrices. By the time the mercs get out of their makeshift holding cell (escape pod), the crew, including Xalto, is already dead, killed by the droids. The mercs then battle the other psychotic droids, while, upon arriving at Sev Tok, the Imperial Patrol Craft* Cutlass *begins attacking the* Argent Lady*. The mercs disable the droids and barely escape from the Imperials. The day is won . . . for the most part. During the battle, one remaining virus-bearing R5 managed to get into an escape pod and flee the scene. Until that droid is found, the virus will remain a threat to droid owners everywhere.*

(***Droids Defiant***)

- *As the infighting after Palpatine's death grows, Maarek Stele questions the Empire's validity, but soon come sunder the wing of Baron Soontir Fel, taking his place among the Imperial 181st TIE fighter squadron.*

(conjecture based on *The Emperor's Pawns*)

- *Upon discovering that an unwitting counteragent is in the Rogue Squadron ranks, the Rogues ally themselves with Boba Fett to discover the agent's plans and employers.*

(***The Mandalorian Candidate***)

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *The Mandalorian Candidate* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *At Brentaal IV, Rogue Squadron scouts he local Imperials. On Coruscant, Imperial Intelligence Director Ysanne Isard (known to many as Iceheart), meets with Sate Pestage and suggests laying a trap for the Rogues on Brentaal IV. Pestage at first is not supportive of the idea, given that many of the members of the Cabal (a "round table" of Imperials that rivals him for leadership of the Empire) have property there, and those that do not, share the wealth anyway. Isard assures him that the Imperial 181st TIE Squadron, led by Baron Soontir Fel, will destroy the Rogues. He reluctantly agrees to allow the attack to take place. At the Rebel base designated Delta-Nine, four new Rogues are brought into the squadron, bringing it back to 12 pilots, now that Plourr is back with the Rogues after the* Starfaring *debacle. The new pilots include Dar Keyis, Standro Jcir, Avan Beruss, and Xarcce Huwla. Admiral Ackbar orders an assault on Brentaal IV, hoping to wrest control of the planet from Imperial Admiral Lon Isoto. The Rogues will coordinate their effort with Colonel Salm's Aggressor wing. During the attack, Hobbie is shot down, but manages to escape mortal injury. They had faced the*

Imperial 181st and lived to speak of it. When they learn who they were up against, however, their opinions of their own future survival take a turn for the worst. On Brentaal IV, Isard speaks with Fel, who assures her that the presence of Wedge Antilles will not be a hindrance to his performance. Another attack is carried out with the Rogues hitting the capital city while Aggressor wing takes out a spaceport. During the engagement, both Wes Janson and Ibtisam are shot down, alive, but behind enemy lines. On Coruscant, Pestage fears that Isoto will let Brentaal IV fall and wants to relieve him of command. Isard convinces him not to do so, and subsequently tells the Cabal that Pestage supports Isoto, making treason the Cabal's only choice. Shortly after the capture of Janson and Ibtisam, a ground force led by Kapp Dendo frees them. The Rogues (with Janson and Ibtisam staying with the ground force) then stage a final attack on the capital. As the battle rages between the Rogues and 181st in the air and ground forces in the city itself, Isard contacts Isoto and has an agent (a woman whom Isoto had a fancy for) kill him. Finally, Wedge dogfights and captures Fel, as the battle comes to a close, with the Rogues victorious. On Coruscant, Isard watches a public address by Pestage, while Cabal members conspire to bring Pestage down permanently. At the Rebel base, Wedge visits Fel's cell at Fel's urging. Fel gives Wedge regards from his wife--Wedge's missing sister.

(***Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: In the Empire's Service"**)

- *During interrogation, Soontir Fel tells the story of much of his life to those present, from his youth on Corellia to his defeat at Brentaal IV. He knows that his wife must have already gone into hiding, at his urging. In return for finding her and keeping her safe, he offers his life, skills, and knowledge to the Alliance.**

(***Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: The Making of Baron Fel"**)*

***NOTE: Yes, there *is* more to this story, but it is all in flashbacks, so they are listed when they took place, not here.**

- *After the capture of Baron Fel by the Rebel Alliance, Major Turr Phennir inherits the 181st Imperial Fighter group.*

  (conjecture based on *Solo Command* and *Starfighters of Adumar* via *TimeTales*, abridged)

- *A funeral is held for those pilots recently killed in action. As the procession ends, Wedge Antilles informs the other members of Rogue Squadron that Soontir Fel, now a Colonel, will be joining the squadron. He then "suggests" that Plourr, Hobbie, and Janson use their leave time to go to Coronet City, Corellia, to search for Fel's wife/Wedge's sister. Hopefully, they will get to her, if she has not left yet, before the Empire does. Upon arrival they are stopped on their way to Fel's family home by Corellian Security officer Corran Horn, who tells them that Fel's nephew, Fyric, has been kidnapped. Wynssa Starflare (AKA Syal Antilles, or is that the other way around?) has already gone into hiding, and the kidnapping is an attempt to bring her into the open. The investigation is then taken over by Kirtan Loor, leaving a disgruntled Corran and Iella Wessiri with unanswered questions. The Rogues go to the site set up for the ransom delivery and fight the kidnappers, one of which, Ilir Post, gets away. Shortly thereafter, Corran and Iella arrive and agree to work with the Rogues to find Fyric. They go to Post's home and face off with Post's thugs. Post then holds Fyric hostage on a balcony, but someone shoots him square in the forehead and Plourr catches Fyric. The unknown shooter's action is written off as a weapon's malfunction. The Rogues then take the Fel family off of Corellia as Corran flies cover in his green X-wing. As the Rogues leave the system, they ponder the young CorSec officer and decide that he may well be part of Rogue Squadron someday. If Fel can be a Rogue, "maybe that Horn guy has it in him."*

(***Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Family Ties"**)

- *The Gamorrean named Grissom sits alone having a drink on Otunia. He was one of Jabba's guards after the death of his family, but now that Jabba is dead, he has just been doing odd jobs and fighting for credits. He is bumped by Arista, the daughter of Lorn Kabul, when she is being accosted by a Gran. He whups the Gran to let out frustration and ends up starting a bar brawl. He and the Gran, among others, are arrested. Later, at Kabul's residence, Arista complains about a tracking device she must wear on her ankle. She's also to soon get more responsibility. Her Uncle Seth interrupts her talk with her father, and she's left alone to practice skeet shooting. Later, Set speaks with Moff Harsh, an Imperial, and declares that Lord Kabul will be dead the next day, and the family's mine will be rightfully Seth's and a partnership will begin with the Empire. The next day, at the mine that Kabul owns and in which Grissom is imprisoned, a bomb explodes, nearly killing Arista and managing to kill her Lord Kabul. The only reason it didn't kill them all was a timely save by Grissom. Kabul, dying, asks Grissom to take Arista away to safety, and he agrees. On the run from Seth's goons, Grissom and Arista are attacked, but saved by a Jawa named Tek. Tek is being blamed for the death of a moisture farmer who didn't heed his advice when using a sand blaster, so he's on the run too. He has a bounty on his head, so Grissom and Arista turn him in to the authorities, collect the bounty, and then break him right back out of custody. Arista returns home to confront Seth. She lets him live, but blows up the mines. Tek, Grissom, and Arista then leave on an outbound freighter—just three against the galaxy.*

(***Three Against the Galaxy***)

- *As Sate Pestage grows more desperate, Isard gains more power, and the Cabal prepares to strike, Tycho Celchu and Soontir Fel are assigned to go with Chewbacca and Han Solo to escort Leia Organa to Eiattu. En route, Tycho reveals his feelings for Winter to Leia. Upon arrival at Eiattu, the team is met by Rial Pernon and Plourr (who returned shortly after the Corellia mission). Shortly after a ceremony, Leia calls Tycho to her room and kisses him. It is not Leia at all, but Winter, and if she could fool Tycho, she can fool anyone. A moment later, both Tycho and Winter are stunned by a commando team sent to take "Leia" prisoner. In the sewers of Axxila, the real Leia and Wedge make their way to a secret meeting with Pestage. As the Rebels ponder how "Leia" (Winter) and Tycho were kidnapped, the two are brought before Lionia Tavira, who is trying to create her own Warlordship. At the secret meeting on Axxila, Leia agrees to give Pestage immunity and sanctuary in return for Pestage giving them Coruscant easily. On Eiattu, Fel says he is on a secret Imperial mission and learns from Laabaan that it was he who arranged Leonia's capture of "Leia" and Tycho. They head for Starforge Station. On Axxila, the Rogues waiting for Leia and Wedge discover a hangar full of Uglies belonging to Kavil's Corsairs. When they are discovered, they take off and meet up with Leia and Wedge. On Coruscant, Ysanne Isard departs aboard the Imperial Star Destroyer* Reckoning *for Axxila to capture Leia. At Starforge Station, after roughing up part of the kidnapping group, Rayt, Han and company learn that "Leia" and Tycho are being held on Axxila. On Axxilla, Pestage agrees to give Winter and Tycho over to Leia and Wedge as a show of good faith, but shortly thereafter, the two escape on their own. They manage to steal a Y-wing but end up facing the Corsairs in the skies. The Rogues learn of their situation and rush to help. The Rogues and the* Millennium Falcon *make short work of the Corsairs, and the entire group is reunited. As they regroup at their hangar, the* Reckoning*, commanded by Admiral Krennel and bearing Isard, arrives. Krennel takes Pestage onboard and Fel pretends to be a covert Imperial operative, yet again. Fel informs Krennel that he has an AT3 directive and Pestage orders Krennel to let them go. Pestage also arranges for Tavira to leave*

the planet shortly thereafter. The Rogues head out from the planet as Pestage returns to Coruscant. Isard accuses him of treason, but without proof, she has no bargaining power. She will wait--for now.

(***Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Masquerade"**)

- *On Coruscant, Ysanne Isard informs the Cabal (Ruling Council of the Empire and Sate Pestage's rivals) of Pestage's treasonous activities. She then orders all off-planet ships grounded, but Pestage overrides the order and leaves the planet in his yacht. Upon reaching a Corsair ship commanded by Leonia Tavira, he gives the yacht to his pilot and is taken to Ciutric. Once on Cuitric, a power-hungry Tavira arrests Pestage. A Rebel intelligence agent informs General Cracken of Pestage's situation and the New Republic Provisional Council agrees to send a rescue team for Pestage, which means canceling Rogue Squadron's current leave time. The Rogues are to team up with Aggressor wing and a ground force led by Kapp Dendo to get Pestage off of Cuitric. On Coruscant, Isard speaks via hologram with Tavira, letting here live (and have a tiny amount of credits) for her arrest of Pestage. The Ruling Council then prepares to send Admiral Krennel to reclaim Pestage. Knowing this, Isard makes a deal with Krennel. He does as she wills with Pestage and he receives the role of Emperor when she takes over the Empire. The New Republic force makes it to Cuitric and the ground force is inserted, but the starfighters are attacked by TIEs and blocked by an Imperial Star Destroyer (the* Reckoning*) and an Interdictor and forced to go to ground. The ground force, at the same time, frees Pestage and takes him with them. The New Republic forces regroup. Back in New Republic territory, the Provisional Council refuses to give more of its badly stretched resources to getting the forces on Cuitric out. They simply cannot afford it. TIEs are detected approaching the Cuitric encampment and the Rogues hit the skies. They successfully stop the TIEs, but Ibtisam is killed in the battle, much to the anger and grief of Nrin Vakil, who had fallen in love with her. On Coruscant, Isard is chastised by the Ruling Council and subsequently has Krennel release his full TIE force to retake Pestage. The Rogues hit the skies to stop the TIEs and are greatly outnumbered until Mirax Terrik arrives in the* Pulsar Skate *with General Salm's Aggressor wing right behind her. On Coruscant, Isard arranges the murder of Tribune Caller, a member of the Ruling Council. As the Rogues and the other New Republic forces prepare to escape Cuitric, Isard, on Coruscant, arranges the death of another Council member, Plumba. The Rogues and other New Republic forces make it off of Cuitric safely, but Pestage is recaptured by the Imperials and subsequently murdered by Krennel, who takes over Pestage's Cuitric possessions. On Coruscant, Isard captures and imprisons the last member of the Cabal, Tribune Carvin. The Empire is now hers to command. Finally, far from Cuitric, another funeral is held for a Rogue, this time Ibtisam. Wedge's remarks honor those who have gone before, for "though the struggle with the Empire continues, [they] brought it that much closer to an end, and when it is gone, [they] and [their] courage will be remembered and live on forever."*

(***Star Wars: X-wing Rogue Squadron*--"The Rise of Isard: Mandatory Retirement"**)

- *The Empire commissions a Victory-class Star Destroyer christened the* Aspiration*. Shortly later, it's Captain defects with Prince-Admiral Krennel when he brakes away from Imperial service.*

  (conjecture based on *Isard's Revenge* via *TimeTales*, verbatim)
- *As the New Republic takes an active interest in Tatooine, they negotiate with Lady Valarian for water rights and such. Mos Entha begins to grow, partially due to commercial arrangements made with the New Republic.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Secrets of Tatooine")

- *The Skywalker Tour is developed by the government of Tatooine.*
  (conjecture based on the *Star Wars Technical Journal: Tatooine* via *TimeTales*, abridged)
- *Crin Harson, an Imperial Moff, is discovered dead in his rooms on the resort world of Traflin. A group of Alliance personal who are taking a well-deserved rest are implicated in the crime, but are cleared of any murder charges when the true killer is discovered by the Alliance agents.*
  (conjecture based on the *Star Wars: The Roleplaying Game*—"Gamemaster Screen" via *TimeTales*, verbatim)
- *Lett Minak is a smuggler who works for the Empire after the Battle of Endor. He is employed by Moff Feleea, but their personality relationship was strained. Minak was approached by Moff Relans, who offered him the opportunity to work as a spy for his organization. Minak agreed, and outwardly worked for Feleea aboard his freighter, the* Shadow*. On the side, Minak fed Feleea false information given to him by Moff Relans. Working this way, Minak received protection from both Moffs, ensuring his own safety and regular income.*
  (conjecture based on the *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *The new Corellian Diktat dissolves the Corellian Security Force (CorSec) and establishes a new, more Diktat - friendly organization, named the Public Safety Service (PSS) in it's place.*
  (conjecture based on the *Wedge's Gamble* via *TimeTales*, verbatim)
- *Sienn Sconn has infiltrated Ryvellan King Rilvvan K'ntarr's reception in the Rythani Products Building in order to steal a prototype Imperial weapon that is to be presented to Moff Caerbellak at a large parade and ceremony the next day. He is nervous enough as it is, but becomes even more nervous when he bumps into Caerbellak's Mistryl Guard, Variise. He sneaks off to go after the prototype but ends up pulled into a room by Princess Kalieva K'ntarr, who thought he was Arden, a servant that she'd been having a fling with. He was intending to take her away, so now Kelieva wants Sienn to do so, and in return, she will help him get the prototype. They head for the prototype lab, but she isn't allowed in. Sienn knocks out the guards and they get in. Sienn ties Kalieva up and gets the prototype ready for escape. He is just loading it into an AT-At when Kalieva shows up again, and the two escape together. They end up getting caught in the midst of the day's parade, and have to make their escape in the runaway AT-AT, with Caerbellak threatening to kill the populace if the prototype isn't recovered. Variise gets aboard the AT-AT and battles Sienn on an extended platform on the vehicle's side, but Sienn gets the upper hand and kills her with a detonator. They make it away from the AT-AT with the prototype on a sled attached to a speeder. Upon arriving at their escape ship, though, Kalieva has second thoughts. She wants to return to make sure her father is alright and thinks the life of a princess, while boring, at least won't get her killed. Sienn agrees and leaves with the prototype. Later, Kalieva goes to see her boyfriend . . . Moff Caerbellak. The prototype has homing devices installed in the components to be sent to Rebel bases, and both Caerbellak and Kalieva look forward to following the signals and crushing the Rebels . . .*
  (***Easy Credits***)
- *"Some months after Endor," Chewbacca and Lando Calrissian land the* Millennium Falcon *on an unknown world when the navigation computer breaks down. On the world, they encounter an isolated Imperial contingent led by a bored and eccentric Moff. They are captured and brought to the Moff, who decides that Chewbacca will fight his warrior droid (put together from spare parts, consisting mostly of a protocol droid with augmented attack programming). If Chewie wins, the New Republic gets the planet. If the droid wins, Chewie and Lando die. They have no choice but to agree, and the fight commences. Chewbacca gets into the*

droid's circuitry and disables the droid's attack programming, ending the battle. Chewie is pissed that Lando agreed to let him fight so quickly, so he suggests that Lando and the Moff fight. Lando refuses until the Moff strikes first. Lando ends up winning the battle, and the New Republic liberates the planet. (To be continued below . . .).

(***Chewbacca***)

- *Dirk Harkness and his Black Curs travel between Coruscant and neighboring systems gathering information on the current political climate. They then set out to take the information to General Airen Cracken.*

(***Recon and Report***)

- *Tessek, now in a brain spider, mentally sends out a message to Luke Skywalker, Leia Organa, and others who survived the ordeal at the Pit of Carkoon. He tells them that if they ever return, they shall find a free Quarren in the palace.*

(***A Free Quarren in the Palace: Tessek's Tale***)

- *The Black Curs have finished their recon and the report of what they have seen, but are pursued on their way to Coruscant by Imperial forces led by Advisor Bregius Golthan. They are attacked in the Moorja system, and a New Republic team is sent to help them, even though they are more like mercenaries helping the New Republic than a New Republic team themselves. The team arrives at Moorja and finds two of Golthan's Star Destroyers in a stand-off with two of Warlord Pentioch's Star Destroyers, and the* Last Chance*, Platt Okeefe's ship, going in for a possible crash landing, followed by Imperials. They follow the* Last Chance *down and fight their way through Imperials and warlord forces to get to Okeefe and the other Black Curs, only to find that Dirk Harkness has left to get a ship they'd hidden on the world as a precaution and will need help. What's more, Dirk has the recon report. The team goes to a cavern, in which they meet Dirk, who has gotten the hidden Y-wing up and running. Dirk and the New Republic team return to the* Last Chance*, which Platt has repaired. With the recon report in-hand, the entire troupe escapes from Moorja and delivers the report to General Airen Cracken. A short while after arrival, Luke Skywalker calls in the team. He is sending them to Canyon to speak with Guldus Bemm on his behalf. It seems Bemm's mining operation has discovered gems that could be related to Jedi lightsaber construction. The team is to meet Platt Okeefe on the world. They go to Canyon and meet Bemm and Platt. Later, while finally touring the crystal mines, the team (minus Platt) is ambushed. It has all been an Imperial plot to trap Skywalker, but since he isn't there, the team will have to do. The team escapes, only to discover that Platt has been taken into custody by Golthan's Imperials. They attempt a rescue, but cannot get to Platt before the shuttle she's being held in leaves Canyon. The team then returns to tell the New Republic what has happened. Their request to rescue Platt is denied, based on the fact that Cracken was dealing with non-Republic personnel (the Black Curs and namely Platt) when she was captured, and Cracken has now been ordered to cease all outside hiring, so to speak. The team is approached by Dirk Harkness, who wants them to help him to unofficially rescue Platt. They travel to the Black Curs' secret base, where Dirk and the others outline a plan to break into Golthan's fortress on Voktunma to save Platt. The New Republic team will enter and attempt to destroy the fortress' sensors and shields, then rescue Platt in time for a Black Curs force to waylay the fortress and rescue them. The mission commences. The insertion team sets explosives for the sensors and shields, and finds Platt just as they explode. They are attacked by Golthan's forces and are nearly captured, but are saved by the well-timed Black Curs strike, during which they all escape aboard the* Luudrian Star*. The Black Curs are grateful, and the team is victorious in saving their disavowed ally . . . but you have to wonder what Cracken will think of the entire fiasco . . .*

(***Black Curs Blues***)

- *A smuggler group on Kalab is hired by a trader named Garvan Spasso to deliver contraband holotapes and spices to Glova. They travel to the city of Drepplin with a cover cargo of Plasmaberries – only to find the local customs officials have levied a 500% tariff on Plasmaberries. They have one day to pay the local government 45,000 credits, or lose their ship. And the person they're delivering to, Borke Valkanhayn, is no help at all – in fact, he promises an extra 15,000 "penalty charge" if they can't get their ship out of trouble! The smugglers are up the creek without a paddle – until Borke comes back to them with a job. Break into a warehouse and collect some antique holotapes from a customer who hasn't paid him, Borke says. When they get there, however, the smugglers discover the "warehouse" is the New Republic Embassy, and the "customer" is Ambassador Robet Makina! Surrounded by NR guards, the smugglers confess all to Makina. He explains that the NR needs to reclaim this world in order to take the sector from the Empire, and Borke's "job" was part of the Empire's attempts to stop that. The local government, led by Governor Tegist Byrg, is in the Empire's pocket – and now the NR has the evidence needed to root them out. The smugglers join the NR troops in a raid on the government compound. Byrg is captured, and a packet found with him that details Imperial forces in the sector. The smuggler's ship is returned to them. As for Borke, he takes the first transport out for Kalab...*

(***The Politics of Contraband***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Local crimelord Sard Nightbringer, emboldened by the Battle of Endor, is determined to force the Empire out of the Tamarin Sector and take over the government. Raiding an Imperial R&D plant, she stumbles upon the perfect weapon for such an attack – the blueprints for a personal shield generator. She only has enough money to build a prototype, which she resolves to sell to the highest bidder to finance the construction of the rest... Elsewhere, a group of smugglers are relaxing in the Rantine Space Station. They are approached by an Ithorian gangster named Marg Sonat, who wants to hire them to take a large crate to Kwenn Space Station, six days away. From there, he wants them to register the cargo in his name aboard the spaceliner Stellar Mermaid. He tells them to make sure the cargo is unharmed, and to avoid any Imperial entanglements. Just as they start to load the cargo on their ship the next day, however, an Imperial team shows up and pulls a surprise inspection. An Imperial guard opens the crate – and promptly drops dead from a neurotoxin that coats the inside. The smugglers find themselves locked up in a SD brig. They are shown to Governor Lobax Resuun, who orders them to continue their mission – but, to avoid execution, they must learn everything they can about their employer and report back to the Empire. Sergeant Tenric of port authority goes with them. Midway to the Mermaid, the ship's hyperdrive cuts out when the smugglers receive a distress call from an escape pod. Inside is a dead Rodian – Morgotou of the Kessel Spice Corporation -- with an invitation to the Mermaid from Sard. The smugglers and Tenric continue on to the Mermaid, where they pass themselves off as Morgotou and his staff. Sard shows off the shield belt to various criminals, then puts it up for auction. Natja the Hutt wins, with a bid of a hundred million credits. She then contacts the smugglers, who she knows very well is not Morgotou's group, and asks to meet with them in her suite. Suddenly, she convulses and dies right in front of them, the victim of poisoned food. The smugglers are arrested for murder and thrown in the brig. They are approached by a 'New Republic representative' – a Gotal named Notgoth, He's actually a criminal in league with the doublecrossing Marg, and he tries to kill the smugglers – but he misses his shot, and gets chased through the ship by the furious smugglers. The chase leads to the cargo hold, where Notgoth is fatally wounded. With his dying breath, he reveals Marg is going to kill Sard and take the shield belt for his own use. The smugglers bolt to Sard's suite, but is too late to save her*

– the suite explodes. Spotting Marg, the characters chase him through panicked crowds, but find he is now wearing the shield belt. But the shots wear down the belt's power, and Marg decides that if he's doomed, he'll take the smugglers with him. He pulls out a thermal detonator. The smugglers knock him into an escape pod and launches it, watching Marg and the pod go up in a huge fireball. Returning to the ruins of Sard's suite, they find the blueprints were also destroyed – the shield belt will never be used by anyone again. They return to Governor Resuun with their report, and are both cleared and given 10,000 credits.

(***The Politics of Contraband: The Art of Betrayal***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A smuggler group is hired to ferry four individuals to the "city" Lis'an at the planet Antiquity, then hang around for eight hours while the employers do something – no questions asked. They're offered 6,000 for it. The smugglers take them there, then are told a couple of hours later that they'll have to wait that much longer to take off, though they'll get another thousand in return. So, they're stuck cooling their heels at the spaceport for eight hours. They are approached by a Zarian conman named Woetar, who swindled one of the smugglers at sabacc a few months back. He was hired to ferry a package to an orbiting city from the city of Karren – problem is, some disgruntled ex-customers are surrounding his ship. He offers 500 each to fly him to Karren. No sooner do the smugglers agree than the "ex-customers" – a bunch of thugs – attack the ship. The smugglers fight them off and take off for Karren. Upon landing at the mud-covered slum city, Woetar directs the smugglers to the "Twin Scales" tavern. (He refuses to go himself.) The smugglers are eventually led to the female courier, who asks them to take her to the orbiting ship. The group heads back to the spaceport, to find police crawling all over the ship. They won't let the ship go until Woetar comes out and is arrested. He's not on the ship anymore, the group finds out. Fed up, the smugglers head back into the city, find Woetar, and turn him in to the cops. They then head into orbit, only to be intercepted by two ships – one a Carrack-class cruiser coming out of hyperspace, the other a modified freighter from the planet. The freighter demands the smugglers land at once. The cruiser fights off the freighter, however, and the smugglers deliver the courier to them and are paid. Back at the Lis'an spaceport, the eight hours end – and a very disgruntled group of passengers return to the smuggler ship. One of them is overheard complaining how their NR commando mission to capture a female Imperial colonel got wrecked by some "no good spacers" in an unidentified ship…*

(***The Politics of Contraband: Free Time***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A smuggler group walks into a bar on Celanon, just looking for a cold drink. They order from a one-eyed Hutt named Gularg and settles in as a bar brawl breaks out. After some gambling, flirting, brawling and drinks, the smugglers are approached by a man who calls one of the smugglers "Vohrkrewel Yahrkar" and talks about a job they're supposedly doing for him. The man, Krovas, offers them the chance to smuggle some Mk XII Smartgunner chips to the Isen system and pirate chief Octavious Jupiter Scragg. The smugglers, suspicious about this guy, refuses and leaves the bar. Unbeknownst to them, "Krovas" is actually Vohrkrewel, an outlaw wanted by the Empire and NR alike. And he has just snuck a crate of chips into their ship and called the Empire on them. (In this way, he hopes to make his way offplanet while the Empire's attention is elsewhere.) Unbeknownst to him, his servant droid make a mistake – and instead of the false chips he was intending, he has given them the real, valuable chips! When the smugglers arrive at their ship, stormtroopers are waiting for them. Baffled by this situation they've stumbled into, the smugglers fight their way through the stormtroopers and takes off into space, only to be chased and attacked by TIEs. The smugglers fight them off and jump into hyperspace…but the ship won't go where they were intending. The nav controls have been locked by Vohrkrewel,*

and the smugglers are on a one-way trip to Isen. After searching their memories and their computer records, the smugglers get some idea of what's going on – they've been set up as patsies. And when they leave hyperspace, an Imperial Star Galleon is waiting, as is an asteroid field. Just as all seems lost, a small ship suddenly appears and blasts the Galleon to dust. It's Vohrkrewel, who discovered his mistake and scrambled to save the chips. Furious, the smugglers attack and disable Vohrkrewel's ship, finding 15,000 credits worth in his ship. They haul him before the Imperials, getting them off their backs. Now they just have to figure out how to get rid of these chips without attracting attention…

(***The Politics of Contraband: The Right Place***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Another day, another job. This time some smugglers are hired to transport some outdated R1 droids to the jungle world of Seikosha, a world between Imperial and NR space. Known for its' neutrality, it has become a favored haven of the underworld. The smugglers are to deliver the droids to Seikoshan crimelord Janelle Serap and get paid a cool 10,000. "Simple, clean, easy money." Once they enter Seikoshan atmosphere, however, their ship is surrounded by Z-95s and an energy storm. After a difficult battle (both to take out the starfighters and stay in the air), the ship limps to the city of Cairn, where they are met by expert killer Jasta Finn. During his inspection of the cargo, the smugglers learn they were attacked by Lydenn Carridon, Serap's competitor. They are told to meet a Sullustan named Tannor Nuum at the Event Horizon cantina to arrange payment and delivery. Instead, they are met at the bar by an aide of Carridon, who calmly tells them that Nuum has been killed. He makes them a counteroffer of 5,000 for the droids. When they refuse, he sics two Gamorreans on them. Once the Gamorreans are defeated, the smugglers are approached by Finn. He pays them the full 10,000 and tells them the cargo is unloaded and their ship is ready to go. They are chased by more Gamorreans through the streets, only to be hit by a net and a sun blast… They awaken in an interrogation room, and met with "Carridon's aide" – who turns out to be Imperial agent Chiron Drebbick. He tells them that one of the R1's they delivered had secret information in it – the location of one of the late Emperor's weapons vaults. Several hours later, he returns to tell them he has recaptured the droids. He then takes them out into the jungles and leaves them to die. But as he takes off in their ships, the Z-95s return and shoot him down before the smugglers' horrified eyes. Forced to hike through the jungle, the group is attacked by a mud crawling creature called a Sid'han. The creature is winning, but a dozen green-skinned natives show up and fight it off. The smugglers are taken to the Seikoshan camp and shown to a New Republic spy named Kade Darven. He disarms them and asks them to help retrieve the droids, offering 5,000 and repair parts for their ship. The smugglers agree, and their ship is repaired. One chase and battle later, the droids are in the NR's hands and the smugglers are paid and back on their way…*

(***The Politics of Contraband: Easy Money***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Saz Tyrson, an Imperial Commander, takes the forces under his command and defects. He uses his military prowess and the fleet he stole to take control of more than twenty star systems, carving himself a nice little empire. Many believed that Tyrson was behind the poisoning of Natja the Hutt, but he was later proven innocent.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Politics of Contraband" via *TimeTales*, verbatim)

- *A smuggler group relaxes in a bar. They are approached by a Buzchub named Und'l, who offers them a spice run from Nigel VI to Lohopa II for 25,000 credits. A few days later, they land at Nigel VI at the capitol city of Nargo. Arriving at the warehouse the spice is in, they immediately sense they're not alone, and they go in quietly – getting the drop on a band of local thieves. They defeat the thieves,*

but in the process one crate is shot open – revealing not spice, but the toxic poison lexonite! They smooth-talk their way off-planet, only to run into trouble with the hyperdrive on route to Lohopa II. They find a small timer – it's been sabotaged! At that moment, their ship is jumped by pirates. Fighting them off and repairing the hyperdrive, the smugglers move to pay the poison's owners pay for setting them up…

(***Twin Stars of Kira: The Package***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Without the knowledge or consent of the New Republic Council (some of whom are suspected of furthering their own ends at the Republic's expense), New Republic Intelligence has begun a top-secret operation to bring the neutral system of Kalinda into the New Republic. Specifically, they need to get their hands on some countermeasures the Kalindans developed against Imperial cloaking devices… At the Jolly Spacer, an eatery in Republic space, a group of smugglers are approached by a man named Lazarus Armand. He hires them to send his cargo to Kirima for 25,000. On their way out, they are boarded by an New Republic customs ship and inspected. The trip continues without a hitch – until they emerge from hyperspace to find a Victory Star Destroyer waiting to board them too! The inspectors are Corporate Sector Espos, who also inspects them and lets them go. Then, yet another board-and-inspect – this one an Imperial customs Corvette. After all these delays, the smugglers finally land at Verena Spaceport on Kirima. The planet is crawling with Imperial and Corporate Sector spies. Searching for their contact, the smugglers are jumped first by the Espos, then the Imperials. As they are about to face a torture droid, a sudden battle outside their cell results in their freedom. It's a Kalindan Police trooper, who informs them that the command circuit for the Kalindan planetary defense system that was hidden in their cargo has been recovered, the Kalindans have decided to join the New Republic, and the smugglers are free to go – with a suggestion that perhaps they should find a more honest career…*

(***Twin Stars of Kira: Den of Spies***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *The Mon Tondievz mine on Krann is in trouble – sabotage is endangering the supply of nova crystals, a crucial part of the New Republic's growing economy. A group of smugglers have come to work for Mon Tondievz, meeting with company security chief Vanel in a bar. They watch as she cleans the place with a Gamorrean and a Twi'lek. She explains the two goons work for the local crime boss. On top of that, the mining company has to deal with the House of Tagge and a branch of the Hutt Jeweler's Guild. She brings the smugglers to a warehouse where several Kluuzot workers wait. There, they have a holoconference with company president Quarlo I'Shibix. He offers 8,000 each to haul a convoy filled with nova crystals to the Tagge spaceport, where they can be shipped to Arrgaw for refining. (The company launching pad was destroyed, forcing this route.) That means a treacherous two-day journey through the jungles, with who knows what against them. The journey begins. Within a few hours, a storm begins. Several false alarms occur along the way, adding to the smugglers' unease. They come upon the remains of a Kluuzot temple. The thugs return with some friends, but are fought off. Stopping to rest and repair, the smugglers check the unstable cargo of nova crystals – and find a ticking thermal detonator! They disable it and check the cargo thoroughly, finding the crystals to be just a cover – it's filled with eldratz, a highly illegal spice! Turning on their comlinks (a radio silence had been ordered), they find the company pad has been repaired and Quarlo and Vanel are leaving tomorrow with the real crystals. They also overhear that a group of Kluuzot guerillas are planning to attack the town. They rush back, to find the mine a ghost town. It seems he's escaping a court martial, has been drugging the miners, and has himself sabotaged the mines to cover himself. The miners, along with the guerillas, manages to capture Quarlo*

and Vanel (who turns out to be an Imperial agent). A New Republic Frigate arrives to pick the prisoners up.

(***Twin Stars of Kira: For a Few Kilotons More***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A Chikarri historian has come across evidence of a centuries-old ship, the Fool's Gold, filled with treasure somewhere in the Karbonni asteroid belt. A general treasure hunt begins all over the Pax system to find this ship. One Chikarri mechanic, Plako, hires a group of smugglers on Plagen to find the treasure ship. He has altered a metal detector to get past the metallic ore in the belt to find the mystery vessel. As they prepare to leave, Plako's map suddenly gets stolen by a competing hunter, Bruce Mercy. The race is on, as the smugglers and Mercy streaks off into the belt. The smugglers reach the Fool's Gold first and boards it. Mercy's group also boards and ambushes the smugglers. Suddenly a THIRD pirate group boards the ship and fights the first two groups. Mercy and the smugglers are forced to work together, splitting the treasure between them once they fight the pirates off. But they don't get to take the entire treasure – an asteroid smashes the Fool's Gold to bits before they can...*

(***Twin Stars of Kira: Treasure Hunt***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *A small New Republic cell has been established on Ruten, in the Cerenia system, and have begun looking for ways to fight the Imperials off the planet. The main target is the brutal and unpopular Imperial Governor Bursthed. He's got a fancy for bizarre creatures, and is planning the Ruten Pet Show. The best way to humiliate Bursthed (and force his replacement) is to force him to stop his own show. If someone could sneak an ugly slug-rat in as Bursthed's entry in the show, Bursthed would lose for the first time ever and would indeed stop the show. With the local underground helping out, the Rebels sneak into the governor's home and makes the switch, taking the original entry (a glittering mynock) with them. The next day, the Pet Show becomes a fiasco as the slug-rat is revealed. One planetary government destabilized, as Bursthed starts confiscating the judges' and contestants' lands...*

(***Twin Stars of Kira: Operation: Pet Show***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Two months after throwing off the Imperial yoke, the planet Seltos has asked for the assistance of the New Republic. Mon Mothma sends a diplomatic team to Seltos to advise them. A group of New Republic intelligence agents come along for the ride as well, and they soon receive hints that there may be an Imperial plant in the new government, and they have to sneak around to find him / her. They break into the Magister of Trade's office, only to be caught by a couple of guards. The agents fast - talk their way out of trouble and continues the break-in. They discover that Magister Sinya Deborra has been meeting with Imperial Lieutenant Hensworth, planning the Imperial retaking of the planet. They're planning a meeting at a secret base tomorrow afternoon. The agents then go to Sinya's home, where her pro-NR husband helps them when he learns of his wife's treachery. They find the map to the Imperial base, and heads there the next day. Scouting around the base, they find a full platoon waiting to attack. Hensworth announces a Victory Star Destroyer is on the way and the New Republic diplomats will be held hostage at the Star Hotel until it arrives. The agents steal some ships and races back to Sommin city, with the Imperials right on their heels. The local government is warned, and the agents head to the Star Hotel to rescue the hostages. Having done that, they take the diplomats and takes off, fighting their way past the Victory Star Destroyer and returning to the New Republic. Having been warned, Seltos fights off the would-be invaders...*

(***Twin Stars of Kira: Freedom Strike Seltos***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *On the planet Brevost, a smuggler group discovers some street thugs beating up on a guy. They haul the thugs off the man, who offers them a shipping contract as reward. The man, Wertram Farege, needs to send some droid spare parts to a world on the fringes, and he offers 5,000 to get him to Iskadrell. After several days en route there, the smuggler's ship suffers a massive explosion and drops out of hyperspace. Most of the ship's systems are out. Before the smugglers can even figure out what happened, the ship is suddenly boarded by mysterious aliens called "Iskalloni." This cyborg race declares the ship will be impounded and everyone – including Farege – enslaved. Farege is shocked – he's the one who sabotaged the ship so the Iskalloni could take it! And his reward for that is that he's the first to begin a forced transformation into an cyborged slave. The smugglers furiously break out of their cell, fights out of the Iskalloni ship, takes their ship back and creates temporary repairs, and flies away from the Iskalloni as fast as they can…*

(***Twin Stars of Kira: The Iskallon Factor***)*

***NOTE: This summary was borrowed, with thanks, from Christopher McElroy's *TimeTales*.**

- *Imperial leaders order the N'Zoth shipyard destroyed to prevent capture, but the locals, led by Nil Spaar, take over the shipyard and the Imperial Star Destroyer* Redoubtable *and attack the Imperials. The battle ends with the Yevethans in charge of the facility and Imperial Commander Paret dead at Spaar's hands. (To be continued below . . .)*

(***Before the Storm***)

- *Alex Winger enters the University of Garos.*

(conjecture based on *A Glimmer of Hope*)

- *Alex Winger warns Magir Paca that the Imperials on Garos IV suspect him of treason and he goes into hiding to help run the Committee of Seven for Garosian Unification, the resistance against the Imperials.*

(conjecture based on *A Glimmer of Hope*)

The Kaal Connection (AJ7 short story: Peter Schweighofer & Timothy Zahn)

The Kaal Connection (AJ7 short story: Peter Schweighofer & Timothy Zahn)

"Introduction Segment"*

Truce at Bakura (novel: Kathy Tyers)

Truce at Bakura (novel: Kathy Tyers)

Chapters 1 – 21

Truce at Bakura Comic Adaptation (cancelled comic series: Unknown)*

Truce at Bakura Comic, Part I (cancelled comic: Unknown)*
Truce at Bakura Comic, Part II (cancelled comic: Unknown)*
Truce at Bakura Comic, Part III (cancelled comic: Unknown)*
Truce at Bakura Comic, Part IV (cancelled comic: Unknown)*

***NOTE: This adaptation was planned, but never produced. It is possible that it could have had more individual issues, but four seemed a safe enough bet. It is listed here as historical curiosity.**

Escape from Balis-Baurgh [continued] (AJ1 short story: Paul Balsamo)

Escape from Balis-Baurgh [continued] (AJ1 short story: Paul Balsamo)

Cracken's Rebel Operatives (RPG: Bill Smith)

Cracken's Rebel Operatives (RPG: Bill Smith)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

The Illustrated Star Wars Universe [continued] (book: Kevin J. Anderson)

Yavin 4 Entry

The New Secret Base
The Jungles
The Massassi Temples

A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)

A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
Skin Deep: The Fat Dancer's Tale (TFJP short story: A. C. Crispin)
Skin Deep: The Fat Dancer's Tale (TFJP short story: A. C. Crispin)
Tongue-Tied: Bubo's Tale [continued] (TFJP short story: Daryl F. Mallett)
Tongue-Tied: Bubo's Tale [continued] (TFJP short story: Daryl F. Mallett)
Classic Star Wars: A Long Time Ago . . . [continued] (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)
    Jawas of Doom (comic: Jo Duffy)*
***NOTE: This story first appeared under the same name as issue 81 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #4 and made a part of the Official Continuity. The idea that Fett escaped the sarlacc and then was knocked in again before his more trying escape seems a bit far-fetched, but here it is, reprinted into Officiality.**
The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)
A Barve Like That: The Tale of Boba Fett (TFJP short story: J. D. Montgomery)
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
Payback: The Tale of Dengar [continued] (TOTBH short story: Dave Wolverton)
    Four: The Teeth of Tatooine
The Bounty Hunter Wars Trilogy [continued] (novel trilogy: K. W. Jeter)
The Mandalorian Armor [continued] (novel: K. W. Jeter)
    Chapters 1 – 3
    Chapter 7
    Chapters 12 – 13
    Chapters 18 – 21
Slave Ship [continued] (novel: K. W. Jeter)
    Chapters 1 – 4
    Chapter 9
    Chapters 13 – 14
    Chapter 16
Hard Merchandise [continued] (novel: K. W. Jeter)
    Chapters 1 0 3
    Chapters 7 – 19
The Jabba Tape (comic: John Wagner)
The Jabba Tape (comic: John Wagner)
Sand Blasted [continued] (SWT4 short story: Kilian Plunkett)
Sand Blasted [continued] (SWT4 short story: Kilian Plunkett)
The Adventures of Fenig Nabon and Ghista (TFTNR/G short stories: Chris Cassidy & Tish Pahl)
A Credit for Your Thoughts (G2 short story: Chris Cassidy & Tish Pahl)
Mara Jade: By the Emperor's Hand [continued] (comic series: Michael Stackpole & Timothy Zahn)
    By the Emperor's Hand, Part III (comic: Michael Stackpole & Timothy Zahn)
    By the Emperor's Hand, Part IV (comic: Michael Stackpole & Timothy Zahn)
    By the Emperor's Hand, Part V (comic: Michael Stackpole & Timothy Zahn)
    By the Emperor's Hand, Part VI (comic: Michael Stackpole & Timothy Zahn)
Heroes Need Not Apply (AJ12 short story: Anthony P. Russo & Eric S. Trautmann)
Heroes Need Not Apply (AJ12 short story: Anthony P. Russo & Eric S. Trautmann)
    Adventure Information
    Background Information
    Corestrike
        Gallorr's Repair Shed

The Testing Ground
The Test Results
First Duty
First Clues
Other Activities
The Grinder Dance Hall
Meeting in the Grinder
Decisions and Consequences
Showdown with Themog
Danger in the Practice Yard
The Aftermath

Mara Jade: A Night on the Town (SWT1 short story: Timothy Zahn)

Mara Jade: A Night on the Town (SWT1 short story: Timothy Zahn)

X-wing: Rogue Squadron (comic series: Ryder Windham & Michael Stackpole & Mike Baron & Darko Macan & Jan Strnad & Scott Tolson)

X-wing: Rogue Squadron Special (comic: Ryder Windham)
Rogue Squadron Special (comic: Ryder Windham)

Classic Star Wars: A Long Time Ago . . . [continued] (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)

Sweetheart Contract (comic: Linda Grant)*

***NOTE: This story first appeared under the same name as issue #83 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**

Wookiee World (comic: Jo Duffy)*

***NOTE: This story first appeared under the same name as issue 91 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It was reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #1 and made a part of the Official Continuity.**

Shadows of the Empire: Evolution (comic series: Steve Perry)

Chapter 1: After the Fall (comic: Steve Perry)
Chapter 2: The Journey of a Thousand Light-Years (comic: Steve Perry)
Chapter 3: Dark Fires of a Black Sun (comic: Steve Perry)
Chapter 4: Metamorphosis (comic: Steve Perry)
Chapter 5: Reincarnation (comic: Steve Perry)

Classic Star Wars: The Vandelhelm Mission (comic: Archie Goodwin)*

The Vandelhelm Mission (comic: Archie Goodwin)*

***NOTE: This story first appeared as *Supply and Demand*, a story in the Marvel Comics Timeline. It was reprinted by Dark Horse and made a part of the Official Continuity.**

Day of the Sepulchral Night (AJ13/TFTNR short story: Jean Rabe)*

Day of the Sepulchral Night (AJ13/TFTNR short story: Jean Rabe)*

***NOTE: This story has no direct references to whether it takes place during the *Classic Trilogy*, or if it does, when during that time frame it occurs, but based on the "Adventure Hooks" included with it and their mentions of the New Republic, I'm inclined to include it here, after the recent declaration.**

It's a Gambler's Life (AJ4 short story: Anthony P. Russo)

It's a Gambler's Life (AJ4 short story: Anthony P. Russo)
Reina and Rollos
One
Two
Three

Blasters for Hire (AJ3 short story: Anthony P. Russo)

Blasters for Hire (AJ3 short story: Anthony P. Russo)

Lumiya: Dark Star of the Empire (SWGM3 short story: Michael Mikaelian)

Lumiya: Dark Star of the Empire (SWGM3 short story: Michael Mikaelian)

Classic Star Wars: A Long Time Ago . . . [continued] (comic series: Jo Duffy & Chris Claremont & Archie Goodwin & Mike W. Barr & David Michelinie & Randy Stradley)

Tai (comic: Jo Duffy)*

***NOTE: This story first appeared under the same name as issue #103 of Marvel's *Star Wars* series, making it a part of the Marvel Comics Timeline. It is to be reprinted by Dark Horse in *Classic Star Wars: A Long Time Ago . . .* #6 and made a part of the Official Continuity.**

Tales of the Black Curs [continued] (TFTNR/AJ short stories: Peter Schweighofer & Kathy Burdette)

Gathering Shadows (TFTNR short story: Kathy Burdette)

Lando's Commandos (SWT5 short story: Ian Edginton)

On Eagles' Wings (SWT5 short story: Ian Edginton)

Boba Fett: Agent of Doom [flashback] [continued[(comic: John Ostrander)

Boba Fett: Agent of Doom [flashback] [continued] (comic: John Ostrander)

X-wing: Rogue Squadron [continued] (comic series: Ryder Windham & Michael Stackpole & Mike Baron & Darko Macan & Jan Strnad & Scott Tolson)

X-wing: Rogue Squadron--The Rebel Opposition (comic series: Michael A. Stackpole & Mike Baron)

The Rebel Opposition, Part I (comic: Michael A. Stackpole & Mike Baron)
The Rebel Opposition, Part II (comic: Michael A. Stackpole & Mike Baron)
The Rebel Opposition, Part III (comic: Michael A. Stackpole & Mike Baron)
The Rebel Opposition, Part IV (comic: Michael A. Stackpole & Mike Baron)

X-wing: Rogue Squadron--The Phantom Affair (comic series: Michael A. Stackpole & Darko Macan)

The Phantom Affair, Part I (comic: Michael A. Stackpole & Darko Macan)
The Phantom Affair, Part II (comic: Michael A. Stackpole & Darko Macan)
Hectic Hours (comic: Michael A. Stackpole & Darko Macan)
The Phantom Affair, Part IV (comic: Michael A. Stackpole & Darko Macan)

X-wing: Rogue Squadron--Battleground: Tatooine (comic series: Michael A. Stackpole & Jan Strnad)

Battleground: Tatooine, Part I (comic: Michael A. Stackpole & Jan Strnad)
Battleground: Tatooine, Part II (comic: Michael A. Stackpole & Jan Strnad)
Battleground: Tatooine, Part III (comic: Michael A. Stackpole & Jan Strnad)
Battleground: Tatooine, Part IV (comic: Michael A. Stackpole & Jan Strnad)

Classic Star Wars: The Early Adventures [continued] (comic series: Russ Manning)

Gambler's World, Part II (comic: Russ Manning)

X-wing: Rogue Squadron [continued] (comic series: Ryder Windham & Michael Stackpole & Mike Baron & Darko Macan & Jan Strnad & Scott Tolson)

X-wing: Rogue Squadron--The Warrior Princess (comic series: Michael A. Stackpole & Scott Tolson)

The Warrior Princess, Part I (comic: Michael A. Stackpole & Scott Tolson)
The Warrior Princess, Part II (comic: Michael A. Stackpole & Scott Tolson)
The Warrior Princess, Part III (comic: Michael A. Stackpole & Scott Tolson)
The Warrior Princess, Part IV (comic: Michael A. Stackpole & Scott Tolson)

X-wing: Rogue Squadron--Requiem for a Rogue (comic series: Michael A. Stackpole & Jan Strnad)

Requiem for a Rogue, Part I (comic: Michael A. Stackpole & Jan Strnad)
Requiem for a Rogue, Part II (comic: Michael A. Stackpole & Jan Strnad)
Requiem for a Rogue, Part III (comic: Michael A. Stackpole & Jan Strnad)
Requiem for a Rogue, Part IV (comic: Michael A. Stackpole & Jan Strnad)

The Adventures of Sienn Sconn (AJ short stories: Paul Danner)

One of a Kind (AJ5 short story: Paul Danner)

Droids Defiant (AJ9 short story: Thomas Bowling)

Droids Defiant (AJ9 short story: Thomas Bowling)

The Argent Lady
All is Not as It Seems
Defective Droids

A Revolting Development
Escape and Engagement
All This and the Empire Too
Epilogue

X-wing: Rogue Squadron [continued] (comic series: Ryder Windham & Michael Stackpole & Mike Baron & Darko Macan & Jan Strnad & Scott Tolson)

The Mandalorian Candidate (cancelled comic: Michael A. Stackpole)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

X-wing: Rogue Squadron--The Rise of Isard (comic series: Michael A. Stackpole)

X-wing: Rogue Squadron--In the Empire's Service (comic series: Michael A. Stackpole)

In the Empire's Service, Part I (comic: Michael A. Stackpole)
In the Empire's Service, Part II (comic: Michael A. Stackpole)
In the Empire's Service, Part III (comic: Michael A. Stackpole)
In the Empire's Service, Part IV (comic: Michael A. Stackpole)

X-wing: Rogue Squadron—Blood and Honor (Michael A. Stackpole)

The Making of Baron Fel (comic: Michael A. Stackpole)
Family Ties (comic series: Michael A. Stackpole)

Family Ties, Part I (comic: Michael A. Stackpole)
Family Ties, Part II (comic: Michael A. Stackpole)

Three Against the Galaxy (SWT3 short story: Rich Hedden)

Three Against the Galaxy (SWT3 short story: Rich Hedden)

X-wing: Rogue Squadron [continued] (comic series: Ryder Windham & Michael Stackpole & Mike Baron & Darko Macan & Jan Strnad & Scott Tolson)

X-wing: Rogue Squadron--The Rise of Isard [continued] (comic series: Michael A. Stackpole)

X-wing: Rogue Squadron--Masquerade (comic series: Michael A. Stackpole)

Masquerade, Part I (comic: Michael A. Stackpole)
Masquerade, Part II (comic: Michael A. Stackpole)
Masquerade, Part III (comic: Michael A. Stackpole)
Masquerade, Part IV (comic: Michael A. Stackpole)

X-wing: Rogue Squadron--Mandatory Retirement (comic series: Michael A. Stackpole)

Mandatory Retirement, Part I (comic: Michael A. Stackpole)
Mandatory Retirement, Part II (comic: Michael A. Stackpole)
Mandatory Retirement, Part III (comic: Michael A. Stackpole)
Mandatory Retirement, Part IV (comic: Michael A. Stackpole)

The Adventures of Sienn Sconn [continued] (AJ short stories: Paul Danner)

Easy Credits (AJ9 short story: Paul Danner)

Chewbacca [continued] (comic series: Darko Macan)

Chewbacca, Part III [flashback] [continued] (comic: Darko Macan)

Chapter 7: Lando—“A Bet” [flashback]

Recon and Report (AJ2 short story: Peter Schweighofer)

Recon and Report (AJ2 short story: Peter Schweighofer)

Introduction
Siege Preparations

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Sluis Sector
Salliche
Chandrila

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A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
A Free Quarren in the Palace: Tessek's Tale [continued] (TFJP short story: Dave Wolverton)
Tales of the Black Curs [continued] (TFTNR/AJ short stories: Peter Schweighofer & Kathy Burdette)
Black Curs Blues (AJ8 short story: Peter Schweighofer)
Storms Over Moorja
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Eye of the Storm
Harkness on the Run
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Destroy Sensors and Shields--Rescue Platt
The Politics of Contraband (RPG: Gary Haynes & Paul Arden Lidberg & Brian J. Murphy & William Olmesdahl & Eric S. Trautmann)
The Politics of Contraband (RPG: Gary Haynes & Paul Arden Lidberg & Brian J. Murphy & William Olmesdahl & Eric S. Trautmann)
The Politics of Contraband
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Free Time
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Twin Stars of Kira (RPG series: Dave Marron & Richard Clark & Barbara Clark & Kanelle Keberle & Michael Horne & Todd Quigley & Ed Stark & Bill Smith & Stewart Warley)
The Package (RPG: Dave Marron)
Den of Spies (RPG: Richard Clark & Barbara Clark & Janelle Keberle)
For a Few Kilotons More (RPG: Michael Horne)
Treasure Hunt (RPG: Todd Quigley)
Operation: Pet Show (RPG: Ed Stark)
Freedom Strike Seltos (RPG: Bill Smith)
The Iskallon Factor (RPG: Stewart Warley)
The Black Fleet Crisis (novel trilogy: Michael P. Kube-McDowell)
Before the Storm (novel: Michael P. Kube-McDowell)
Prologue

5 ASW4

- *Lowbacca is born on Kashyyyk.*
  (conjecture based on *Young Jedi Knights: Heirs of the Force*)

- *TC-1289 is activated. This stormtrooper colonel is in fact the mind of Zyix K'zzt within a clone stormtrooper body. He had been an Imperial clone researcher, but upon his child's birth, he realized life was too precious to mass produce. He began working as a spy for the Alliance, but was soon discovered and turned in by his wife. When Imperials came to arrest him, they found his body with a blaster wound to his head, but did not realize that he had brain-jacked his mind into a soon-to-be-awakened clone.**
  (conjecture based on *Wanted by Cracken: Updates*)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Leonia Tavira takes possession of the Imperial Star Destroyer* Invidious *and vanishes into parts unknown.*
  (conjecture based on *I, Jedi*)
- *Kell Tainer joins the New Republic armed forces.*
  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)
- *Corran Horn visits Treasure Ship Row in Coronet City, Corellia.*
  (conjecture based on *I, Jedi*)
- *Alex Winger joins the resistance on Garos IV.*
  (conjecture based on *A Glimmer of Hope*)
- *Marshall Pashna Starkiller retires from active duty, but becomes a member of the New Republic advisory committee.*
  (conjecture based on *The Official Star Wars Adventure Journal* #15, *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook," and *Star Wars: The Roleplaying Game*—"Rules of Engagement: The Rebel SpecForce Handbook" via *TimeTales*, paraphrased)
- *The New Republic outlaws the Agonizer-6 nerve disruption system.*
  (conjecture based on *The Essential Guide to Weapons and Technology* via *TimeTales*, paraphrased)
- *The* Ast'ria *is assigned to the Bothan Combat Response Element.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign: Endgame" via *TimeTales*, paraphrased)
- *Bem Lyu'kij is assigned as part of the Bothan Combat Response Element to watch over Kathol Sector.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign: Endgame" via *TimeTales*, paraphrased)
- *Gerind becomes assistant to General Airen Cracken.*
  (conjecture based on *The Official Star Wars Adventure Journal* #15 via *TimeTales*, paraphrased)
- *The Mining Guild grows in power under the New Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse," *Crimson Empire II*, and *Star Wars: Episode V*—"The Empire Strikes Back" via *TimeTales*, verbatim)
- *Frei-Tek releases the EchoBurst concussion missile.*
  (conjecture based on *The Essential Guide to Weapons and Technology* via *TimeTales*, paraphrased)
- *Golan Arms aligns with the New Republic.*
  (conjecture based on *The Essential Guide to Weapons and Technology* via *TimeTales*, paraphrased)
- *The office supply company PowerPost begins to grow.*
  (conjecture based on *The Essential Guide to Droids* via *TimeTales*, paraphrased)
- *Thanks to the demands of overzealous tourists on a novice pilot, a shuttle of tourists spins into the Fusion Clouds of Tartaglia during the annual mynock migrations to Akatoa, becoming stranded without fuel.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)

- *At around this time, Figrin D'an II and the New Modal Nodes are playing at the Motel Nebulus in Mos Eisley on Tatooine.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *By this time, the remains of Jabba the Hutt's sail barge have been used partially to create the walls of a Mos Eisley restaurant, the Sail Barge Gardens.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *During the salvage operations on the moon of Endor, a ship full of Jawas to aid in the operations ends up being "lost," with the Jawas set loose upon the moon, along with sinus flies, which have no natural predators there. Both Jawas and the sinus flies become a new part of the ecosystem, prompting the* Galaxy Phrase Book *to later suggest that anyone visiting know some Jawaese.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *Alec Lamere's parents arrange for him to attend the Imperial Academy on the planet Raithcal, in order for him to put an end to his dueling.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Lords of the Expanse" via *TimeTales*, verbatim)
- *On Corellia, Kirtan Loor, the local Imperial liason officer, begins ordering Corellian Security forces to attack Rebels. Those who do not comply are deemed Rebels themselves. Next, Loor tries to arrange Corran Horn's assassination, but he goes on the run, just as fellow agents Gil Bastra, Iella Wessiri, and Diric Wessiri fake their own deaths and escape as well.*
  (conjecture based on *X-wing* series)
- *After a full year since his apparent death at the Battle of Endor, Emperor Palpatine's spirit finally locates and enters a clone body, having been freed from its attachment to Jeng Droga by Sate Pestage (the real one, not the one involved in the power grab made by Isard). He then orders a new clone of Sate Pestage created. He begins planning the resurrection of the Galactic Empire, for which he begins ordering new superweapons created and a new legion of Dark Side warriors trained.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *The resurrected Emperor Palpatine begins writing* The Book of Anger*, the first of a several hundred-volume* Dark Side Compendium*. He will also delve into* The Weakness of Inferiors *and* The Creation of Monsters *before his next defeat.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")
- *The planet Orroman is plunged into a water crisis by the actions of the Happy Blasters gang.*
  (conjecture based on *The Official Star Wars Adventure Journal* #14 via *TimeTales*, verbatim)
- *Smugglers who transport illegally-obtained donor organs across the galaxy earn the derogatory term "Organ-legger."*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 11: Criminal Organizations" via *TimeTales*, verbatim)
- *The Musson Star System aligns itself with the New Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Wanted by Cracken" via *TimeTales*, verbatim)
- *One year after the Emperor's death, the Central Committee of Grand Moffs decide to increase their own power base by moving against Isard. They proclaim their own candidate—Trioculus, a former Kessel slavelord—as Imperial leader and attempt to rally the fleet behind him, even going so far as to have him declared Emperor for a brief period of time. Some follow their lead, but the bulk of the fleet, including Captain Pellaeon of the Star Destroyer* Chimaera*, remain loyal to Isard. The New Republic moves against the Grand Moffs under the auspices of the Senate Planetary Intelligence Network (SPIN), a short-lived analysis and*

*infiltration talk force formed by Mon Mothma. Isard, meanwhile, frees Jabba the Hutt's father, Zorba, from prison and sends him into the fray as her unwitting agent. Zorba seizes control of Cloud City from Lando Calrissian, who has only recently rescued the city from the clutches of the Empire. In the end, no fleet battle occurs. Trioculus, Zorba, and a shadowy group of mystics called the Prophets of the Dark Side (who are actually fake versions of the true Prophets, who have gone into hiding after Palpatine's death) wipe each other out in an internal struggle. Those Grand Moffs who had been involved in the conspiracy are executed, and Isard's position at the head of the Empire becomes more secure than ever.**

(conjecture based on *The Essential Chronology*, *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook," and *The Emperor's Pawns*)*

***NOTE: These are the only parts of the *Trioculus Saga* to have been revised and released into the Official Continuity. As such, the original books are still Apocryphal, thank the Maker.**

- *A new villain emerges to threaten the stability of the infant New Republic, Atha Prime. Atha Prime--genetics master, ruler of the dark worlds, and architect of the Clone Wars who exiled in a remote part of the galaxy by Emperor Palpatine decades ago--has long since been freed by his death. Prime harnesses the power of cloning technology and builds an army of evil Clone Warriors, intended to replace stormtroopers as regular infantrymen. Armed with his personal ship, the* Apex Invader*--which incorporated into his larger flagship, the double decker Star Destroyer* Annihilator*--and his army of combat clones, decimate Rebel outposts in their attempt to crush the Alliance forever. Luke Skywalker, further developing his skills, constructs a second lightsaber, with a red blade, and also purchases a HP-38 landspeeder. The New Republic is caught off - guard by this, and barely has time to modify ships to fight Prime. As he moves to attack Tatooine, the New Republic quickly puts into production the new land-based Desert Speeder. Snowspeeders are reconfigured for combat on desert worlds, and the X-wing is modified for a tandem design to become more efficient: pilot and gunner duties became separate. The* Millennium Falcon *is equipped with a landing pod. And a new ground vehicle is made-the Rebel SRV-1 (Scout and Retrieval Vehicle), designed as a troop carrier that deployed and retrieved personnel from a combat zone, and could carry a damaged X-wing or snowspeeder from the battleground. Han Solo and Luke fight with the New Republic at Tatooine, Luke's being more personal, and become allies with the Mongo Beefhead Tribesmen: nearly extinct, unusual native humanoids with red skin and flat, tentacled heads. With their help, Luke, Han, and the Rebels gain an upper hand in the battles on Tatooine. Ultimately, Atha Prime and his forces are defeated by the growing, maturing New Republic.**

  (***The Saga of Atha Prime***)*

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *The Saga of Atha Prime* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *The New Republic finds itself in a military campaign for the world Milagro. The campaign is finally won by the New Republic, thanks in no small party to Commander Luke Skywalker's X-wing tactics, prompting his promotion from Commander to General. The Star Destroyer captured during the campaign is renamed the* Crynyd *in honor of Arvel Crynyd, whose A-wing brought down the* Executor *at the Battle of Endor. Luke begins to take on the responsibilities of a New Republic general.*

  (conjecture based on *The Essential Chronology*)

- *Major Breslin Drake discovers that much of the work setting up the Archive system, an intelligence gathering network for the Alliance, has been compromised by a traitor known only as the Wraith. When officials refuse to*

expend the resources to hunt down this traitor, Drake resigns his commission and hunts for the man on his own in the Kathol Sector.

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign:

Crisis")

- *Governor Beltane of Balmorra declares his world neutral, a change from Imperial as it had been.*

  (conjecture based on *The Essential Guide to Planets and Moons*)
- *Drolen Antig returns to illegal activities, this time taking a job from Kuat Drive Yards to steal special gyroscopic stabilizers that are used in B-wing manufacture, in order to let KDY begin their own models based on the same technology.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Brahle Logris escapes from a prison on Tamazall.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"Galaxy Guide 11: Criminal

  Organizations")
- *The New Republic is established, with Mon Mothma as president.*

  (conjecture based on *Heir to the Empire*)
- *Tycho Celchu is sent on an intelligence-gathering mission but ends up imprisoned aboard at Lusankya, where Ysanne Isard begins to brainwash him.*

  (conjecture based on *Rogue Squadron*)
- *An industrial disaster and volcanic activity convert Torize's fragile atmosphere into Type II atmosphere.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *Captain Obigon, commanding officer aboard the pirate Corellian Gunship* Null Space*, has his ship stolen from him – ironically, by the Empire. The Empire, hungry for ships, used Zero-G stormtroopers to capture the* Null Space*. Rather than have his ship shot out from under him, or have his crew killed in a desperate bid to escape, Obigon surrendered his vessel. His fate remains unknown. Obigon was served by crew - members such as Meekeef and H'Krav.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Heir to the Empire Sourcebook" via *TimeTales*, verbatim)
- *Corran Horn infiltrates the Imperial government of Garqi under an assumed identity, and becomes a trusted aide of the Imperial Prefect, Mosh Barris.*

  (conjecture based on *Rogue Squadron* via *TimeTales*, verbatim)
- *Corran Horn has an adventure outwitting Imperial officials while hiding from Kirtan Loor on Garqi.**

  (***Rogue Squadron Sourcebook Short Story***)*

***NOTE: This short story would have been included in *Star Wars: The Roleplaying Game* —"Rogue Squadron Sourcebook" if West End Games had not met its end. It is listed here only as a curiosity. No such story exists.**

- *Riggins Delahrg was the Imperial Governor of the planet Tallaso during the Galactic Civil War, and was known as the consummate conman. He enjoyed the good life on Tallaso, but was always a big fish in a little pond. Following the Battle of Endor, the Empire forgot about Tallaso, and Delahrg was overthrown in a coup d'etat. He fled to the planet Vandron, where he bluffed his way into a position on the planetary government. That government crumbled, and Delahrg was once again without a job. However, he found steady work as a politician-for-hire, selling his verbal skills and knowledge of Imperial politics to the highest bidder.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Heroes and Rogues" via *TimeTales*, verbatim)
- *On Ruusan, Dark Jedi Jerec's Dark Jedi group (Sariss, Gorc, Pic, Maw, Boc, and Yun), capture Jedi Knight Qu Rahn, Duno Dree, Nij Por Ral and Rolanda Gron.*

They are taken before Jerec aboard the Vengeance *and interrogated. All but Rahn are murdered. Jerec then pulls the location of information about the Valley of the Jedi from Rahn's mind and orders his death. Rahn steals a lightsaber and manages to sever Maw's lower body before Jerec paralyzes him and murders him. Jerec now knows what Morgan Katarn (who is years dead) is the key to finding the Valley. On Nar Shaddaa, Kyle Katarn has gone to 8t88 for information about who killed his father and learns that it was Jerec who ordered his death. 8t88 then produces a disk from Morgan Katarn's farm, and orders Kyle to tell him what is on it. Kyle refuses and is attacked. He manages to catch up to 8t88 and blast his arm off. 8t88 escapes, but Kyle manages to recover the disk and makes his way back to the New Republic fleet with Jan Ors. Recovering aboard the* Mercy*, Kyle receives a vision from Rahn who tells him to seek the valley and become a Jedi. Jan Ors convinces Mon Mothma to allow Kyle to continue his search for his father's killer and Kyle sets off for Sulon, with Jan keeping an eye on him. Kyle makes it to his father's farm just as the Dark Jedi leave with the map to the Valley of the Jedi that was carved into the ceiling of one of the house's rooms. Kyle then finds Weegee, his droid, and plays the disk. It is a message from his father telling him to seek out the Valley of the Jedi. He then receives Rahn's lightsaber (Rahn had Yoda's with him when captured, not his own) from a compartment in Weegee. Kyle heads for Barons Hed to catch the Jedi and the map, only to see it destroyed (after 8t88 has recorded it in his memory) by Yun. He duels Yun and wins, letting the young Dark Jedi live. As Kyle heads for 8t88's ship, 8t88 sends the map information to Jerec, who sets out for Ruusan. 8t88 meets with Gorc and Pic who are to pay him for his services. Instead, they deactivate him and sever his head. Kyle finally arrives and must battle the two Brothers of the Sith, as they are known, narrowly winning. He recovers the head and the map. He then finds Luke Skywalker there to check up on him, and realizes that Jan had been sent to spy on him. He forgives her, of course, as they become closer still. Jerec arrives at Ruusan and begins his search for the Valley of the Jedi. Kyle Katarn returns with Luke to the New Republic fleet where he helps defend the* New Hope *from an attack by Captain Purdy M. Trico's Imperial forces. The ship is saved, and Kyle is allowed to go to Ruusan and continue his quest. Kyle arrives and finds a tower being built by Jerec as a base of operations. He works his way to the top where he must battle Maw. Upon killing Maw out of revenge for his father's death, he is approached by Jerec, who is holding Jan hostage. He refuses to kill Jan and turn to the Dark Side. Jerec attacks him with the Force and Kyle must race to his ship as the ship he had docked with is plummeting to the ground. He makes it to the* Moldy Crow *and escapes, only to crash on the planet after damaging a wing. He is captured by the Dark Jedi. Boc destroys Kyle's green lightsaber (that belonged to Rahn) as Sariss prepares to kill him while he is barely conscious. The spirit of Rahn moves Yun to block her killing blow, leading to his own death. Kyle then takes up Yun's yellow lightsaber, making it his own, and defeats Sariss. Kyle then makes his way to the Valley of the Jedi's heart, where Jerec is beginning to harness its power. There he finds and rescues Jan, but is attacked by Boc. After killing Boc in self defense, Kyle is knocked flat as Jerec emerges for battle. The two duel and Kyle disarms Jerec. Jerec orders him to strike him down and turn to the Dark Side, but Kyle, knowing that killing in any way but self defense is wrong, gives Jerec his lightsaber back and kills Jerec defending himself. As Jerec dies, Kyle frees the souls trapped in the Valley's heart. As he and Jan prepare to leave, Kyle carves a statue of Rahn and Morgan into the Valley's stone protrusions and gives thanks to both men for their wisdom and guidance. After saying a final goodbye to his father, Kyle, along with Jan, heads away from Ruusan.*

(***Jedi Knight: Dark Forces II, Dark Forces: Rebel Agent, and Dark Forces: Jedi Knight***)*

***NOTE: Since the books and the game intertwine so much, it seems only fair to list this series of events as one multi-cited entry.**

- *After Kyle Katarn's victory over Jerec, Luke Skywalker offers to train him in the ways of the Force. Kyle declines..*
  (conjecture based on *The Essential Chronology*)
- *General Luke Skywalker leads forces against Lord Shadowspawn on Mindor. Shadowspawn's forces are defeated, but the tremendous loss of life taking place under his leadership gives Luke pause. He resigns his commission in the New Republic military.*
  (conjecture based on *The Essential Chronology*)

The Saga of Atha Prime (cancelled storyline: Unknown)*

The Saga of Atha Prime (cancelled storyline: Unknown)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

"Rogue Squadron Sourcebook Short Story" (cancelled short story: Unknown)*

"Rogue Squadron Sourcebook Short Story" (cancelled short story: Unknown)*

***NOTE: This story never came to exist. Consider it historical curiosity.**

Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)

Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)

Chapter 2

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)

Rebel Agent [continued] (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Dark Forces II (video game: Justin Chin)

Uninitiated

A Jedi's Destiny

Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)

Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)

Chapter 3

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)

Rebel Agent [continued] (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)

Uninitiated [continued]

8t88's Double Cross

Double-Cross on Nar Shaddaa

8t88's Escape

The Lost Disk

Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)

Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)

Chapter 4

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)

Rebel Agent [continued] (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)

Uninitiated [continued]

The Vision

Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)

Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)

Chapter 5

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)
Rebel Agent [continued] (audio drama: John Whitman)
The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)
Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)
Uninitiated [continued]
The Return Home to Sulon
A Father's Message
Initiate
The Jedi's Lightsaber
Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)
Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)
Chapter 6
Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)
Rebel Agent [continued] (audio drama: John Whitman)
The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)
Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)
Initiate [continued]
Barons Hed
Barons Hed--The Fallen City
Into the Dark Palace
Learner
Yun's Attack
Yun--The Dark Youth
A Second Chance
Palace Escape
Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)
Dark Forces--Rebel Agent [continued] (graphic novel: William C. Dietz)
Chapter 7
Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)
Rebel Agent [continued] (audio drama: John Whitman)
The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)
Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)
Apprentice
8t88's Payment
Fuel Station Launch
Cargo Ship Launch
8t88's Reward
Journeyman
Brothers of the Sith
The Brothers of the Sith
Escape with the Map
Charge
Passage to the Lost Planet
"Sulon" Section
Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)
Dark Forces--Jedi Knight (graphic novel: William C. Dietz)
Chapters 1 – 5*
***NOTE: One may notice that in Chapter 2 of the *Jedi Knight* graphic novel, Leia Organa is referred to as "Leia Organa Solo." This is obviously a mistake on the part of the writer, as the *Jedi Knight: Dark Forces II* storyline takes place about one year or so after *Return of the Jedi*,**

before Han and Leia are married . . . about 3 years before, to be exact. Then again, one could try to use this to make the case for the Officiality of the *Trioculus Saga*, but I'd hate to have to choke anyone to death with my bare hands.

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)

Jedi Knight (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)

Charge [continued]

Passage to the Lost Planet [continued]

"Ruusan" Section

The Lost Planet of the Jedi

Maw' Revenge

Maw--The Revenge

The Path of the Jedi

True to the Light Side

Disciple

The Lightside

The Falling Ship

Dark Forces Trilogy [continued] (graphic novel trilogy: William C. Dietz)

Dark Forces--Jedi Knight (graphic novel: William C. Dietz)

Chapter 6

Dark Forces Audio Dramatizations [continued] (audio drama series: John Whitman)

Jedi Knight [continued] (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Dark Forces II [continued] (video game: Justin Chin)

True to the Light Side [continued]

Disciple [continued]

Sariss' Attack

Sariss--Jedi Battleground

Jedi Master

The Trespass

The Valley Tower Ascent

Power of the Valley

Descent into the Valley

Jedi Lord

The Valley of the Jedi

Boc's Surprise

Boc--The Crude

Jerec: The Force Within

Jerec--The Force Within

A Jedi's Last Challenge

6 - 6.5 ASW4

- *Protas is born on the planet Anobis.*
  (conjecture based on *Return to Ord Mantell* via *TimeTales*, verbatim)
- *Castin Donn leaves his code slicing job in the New Republic fleet and enters Starfighter Command to train as a pilot.*
  (conjecture based on *Iron Fist*)
- *Luke Skywalker begins searching for Jedi artifacts.*
  (conjecture based on *The Courtship of Princess Leia*)
- *Keleman Ciro is transferred to Page's Commandos.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Lowen Chase, a New Republic pilot, is captured by Moff Kentor Sarne.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Rift—'Harm's Way'")
- *A new form of starship fuel pump is introduced for use on X-Wings designated the T65-AFP.*
  (conjecture based on *Rogue Squadron* via *TimeTales*, verbatim)
- *BlasTech releases the A280-K blaster rifle.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)
- *Guerrilla warfare is carried out on Brolsam between the Fefze (and other rebels) and the Imperial forces on the world.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The DarkStryder Campaign" via *TimeTales*, paraphrased)
- *The Salespeak 7 droid is released, allowing for immediate translation of Shyriiwook into Basic.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *By this time, viruses spreading from the Neimoidian homeworld of Neimoida cause that planet to be quarantined. For how long this has been in effect is unknown.*
  (conjecture based on *Galaxy Phrase Book and Travel Guide*)
- *The so-called "last" Grand Admiral, Grant, defects to the New Republic on conditions of immunity. He retires to Rathalay, and the New Republic assumes all of the Grand Admirals have been accounted for. (For the record: Zaarin was killed by Thrawn; Syn was killed aboard his flagship during Kashyyyk's liberation; Grunger and Pitta became rival warlords and destroyed each other; Takel was executed by Trioculus; Il-Raz committed suicide; and Batch was assassinated by his second in command before the XO joined Warlord Harrsk's forces.)**
  (conjecture based on *The Essential Chronology*)*

***NOTE: Trioculus is mentioned again. Remember, these are only events *similar* to those of the Apocryphal *Trioculus Saga*, not the actual books themselves. See the note far above at 5 ASW4.**

- *Zsinj starts bribing a Kuat Drive Yards colonel in charge of SSD* Razor's Kiss *landing parties to help bypass the Yards' defenses of the ship.*
  (conjecture based on *Iron Fist* via *TimeTales*, verbatim)
- *Imperial Captain Zurel Darillian visits his home on Coruscant for the last time.*
  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)
- *The* Night Caller*, a Corellian Corvette under command of Warlord Zsinj, visits Ession in the Lucaya sector.*
  (conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)
- *The YV-929 line from Corellian Engineering Corporation finally enters full production.*
  (conjecture based on *A Legacy of Starships*)
- *Hutts of the Vermilic Clan act in violation to the provision that Hutt counselors cannot be held accountable for the actions of people seeking to use them against their employers. Due to this violation, the other clans refuse to trade with them for three months, effectually driving them down the economic food chain.*
  (conjecture based on *Hutt and Seek*)
- *Fenig Nabon takes the con artist/Hutt counselor Ghista Dogder as her partner, the same way she had been taken in by Jett Nabon years before. The two had previously had various run-ins, and their had even been instrumental in finding the Myrkr base for Talon Karrde. Now, they are officially partners.*
  (conjecture based on *Hutt and Seek* and *A Credit for Your Thoughts*)
- *Colonel Heget and his subordinate, Major Danthe, leave Heget's original command due to infighting between two moffs over his services and head to the*

Kathol Sector. Heget is not at all amused to find Moff Kentor Sarne becoming just as warlord-like as those he had just left, so he does not enter Sarne's orbit, thus making him undesirable by Sarne. Sarne assigns them to a depot on Shintel, where, although it is a backwater world, Heget makes it his mission to whip the forces on the world into shape.

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Shintel Downtime")

- *Ebenn Q3 Baobab of the Baobab Archives publishes the* Galaxy Phrase Book and Travel Guide*.*

(***Galaxy Phrase Book and Travel Guide***)

- *A New Republic force makes a supply run to Cadinth, where they must hold off raiders to get their supplies safely. On guard duty, Brin Stiels notices a glint of metal, which turns out to be an attacking wave of new Imperial battle droids. Before he can sound an effective alarm, the Imperials are upon them, using new Sniper Airspeeder prototypes. The New Republic and Imperial forces clash . . . The results of this battle are unknown (though, arguably, the New Republic is presumed to win in most RPG scenarios).*

(***The Battle of Cadinth***)

- *Boba Fett returns to Tatooine aboard* Slave II *and destroys the sarlacc.*

(***A Barve Like That: The Tale of Boba Fett***)

- *On Fluwhaka, Jodo Kast takes down Nosstrick, whom Dengar had also been after. When Dengar and Kast meet, both let the other live, but Dengar sends a message to Boba Fett, telling him where the Fett-impersonator was last seen. On N'ildwab, Fett takes down a fake Sith Lord, then acts on the information Dengar gave him. Fett, bandaged from head to toe both to conceal his identity and cover his sarlacc-inflicted wounds, goes to Paquallis III under the alias Sava Brec Madal to have Cas Ennyl Yllek of the House of Benelex hire Jodo Kast for him. He and Dengar then go to Nal Hutta to await Kast's arrival. When Kast arrives, Fett battles him and wins handily. Upon removing Kast's helmet, he learns that Kast is not Tobbi Dala or Fenn Shysa, but simply someone who has never actually earned his reputation. Fett takes Kast's armor and he and Dengar leave, as Kast dies in an explosion set by Fett.**

(***Boba Fett: Twin Engines of Destruction***)*

***NOTE: This story does *not* mean that *all* of the Marvel comics featuring Dala or Shysa are Official (except those specifically reprinted into Officiality, like "The Search Begins"). It only means that the Official *Star Wars* "reality" happens to have an alternate reality version of the Dala and Shysa that appear in the Marvel Timeline, who only experience events that are Official, not Apocryphal.**

- *New Republic Supreme Commander of Ordinance and Supply, Ral-Rai Muvnc sends a team of New Republic representatives to Kaal to negotiate with the neutral planet's Tirgee Benyalle for use of the world's lush oceans. They arrive for the negotiations and notice two Star Destroyers in orbit. The first is the* Belligerent*, belonging to Admiral Kermen, the Imperial representative. The second is the* Pentioch*, belonging to Moff Pentioch, an Imperial-turned-warlord of the region. The representatives mill around in the casino after meeting Benyalle. Kermen seems to be plotting something, while Pentioch is seen speaking with bounty hunters. Another negotiator is there, named Syndic Pandis Hart, saying he is from the Sif-Uwana Council. He is heard speaking to his associate, Quelev Tapper, and seems more interested in just getting rights to harvest in the Unis Islands, leaving the rest for everyone else. Little do the representatives know that Hart is actually Talon Karrde, who is searching for the downed* Emperor's Shadow*, which bears cloaking technology. The New Republic team is attacked by bounty hunters, but survive, knowing that Pentioch is wanting to use forceful means to retain control of negotiations. Later, the sail barge for the negotiations launches, but during negotiations, Kermen draws a blaster and reveals that his people have taken over the sail barge. He plans to take the contract by force and*

exploit the world like the planet's old Imperial ruler should have done. Sendir, Benyalle's bodyguard, sides with Kermen. The Star Destroyers in orbit attack each other, as Pentioch's forces attack Kermen's aboard the sail barge. The New Republic team, along with Karrde, head for the Unis Islands, where Karrde, unable to retrieve the Emperor's Shadow*, has ordered the ship destroyed. Upon arriving, they escape aboard Karrde's submersible. By the time the group returns to Kaal's spaceport, the Imperials and former Imperials have reached a stalemate. Benyalle awards the New Republic the contract for saving her life. As for Karrde, he's off to find other way to make a profit.*

(***The Kaal Connection***)

- *On Garqi, Corran Horn hides out. He had planned to receive a shipment of torpedoes for his X-wing from Captain Lai Nootka, but Rebel activities on the planet have landed Nootka in jail. Prefect Mosh Berris is soon to receive an appraisal visit from Kirtan Loor, and thus need to make a good impression. He captures and interrogates a young Rebel (who had been hunting for Corran after seeing his X-wing) named Dynba Tesc and intends to execute her publicly to flush out the other Rebels. Is intent is, if the Rebels are flushed out, to let her escape with them on a predetermined ship and then destroy the ship. The "escape" would be orchestrated by his aide. It turns out that the aide is none other than Corran himself. He continues with the plan, but instead of allowing the ship to be destroyed, he uses his X-wing to save them. His testimony to the effect that Berris allowed them to escape lands Berris in jail. Corran then knows what he should do--join the New Republic, perhaps as a pilot . . . perhaps even in Rogue Squadron.*

(***Missed Chance***)

Galaxy Phrase Book and Travel Guide (novel: Ben Burtt)
Galaxy Phrase Book and Travel Guide (novel: Ben Burtt)
The Battle of Cadinth (SWGM2 short story: Bill Smith)
The Battle of Cadinth (SWGM2 short story: Bill Smith)
The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)
A Barve Like That: The Tale of Boba Fett [continued] (TFJP short story: J. D. Montgomery)
Boba Fett--Twin Engines of Destruction (comic: Andy Mangels)
Twin Engines of Destruction (comic: Andy Mangels)
The Kaal Connection [continued] (AJ7 short story: Peter Schweighofer & Timothy Zahn)
The Kaal Connection [continued] (AJ7 short story: Peter Schweighofer & Timothy Zahn)
Casinos of Kaal
Welcome to the Grand Imperial
Admiral Kirmen
Moff Prentioch
Syndic Pandis Hart
Benyalle's Problem
Interlude: Bounty Hunter Ambush
At Blaster Point
Sendir Makes His Move
Missed Chance (AJ7/TFTE short story: Michael A. Stackpole)
Missed Chance (AJ7/TFTE short story: Michael A. Stackpole)

6.5 ASW4

- *Alex Winger meets Lej Carner and becomes his "friend" in order to learn what he knows of his father's control of the Imperial hibridium mine on Garos IV. Unfortunately, he knows very little, but takes a liking to Alex.*

(conjecture based on *A Glimmer of Hope*)

- *Wes Janson and Hobbie Klivian leave the Rogues to train new squadrons for Starfighter Command, Wedge Antilles remains with the squadron and begins to completely restructure its membership. After reviewing likely candidates, the new squadron is set to consist of himself, Tycho Celchu (recently recovered from Imperial custody), Corran Horn, Ooryl Qrygg, Nawara Ven, Rhysati Ynr, Bror Jace, Erisi Dlarit, Peshk Vri'syk, Gavin Darklighter, Riv Shiel, Lujayne Forge, and Andoorni Hui. Once the squadron is trained, they are told that they will be spearheading much of the New Republic's takeover of Coruscant. They head for Talasea, which they plan to capture on their way toward Coruscant. On Coruscant, Ysanne Isard calls Kirtan Loor (an Intelligence agent with a grudge against Corran Horn) to see her. She informs him of the forthcoming Talasea raid and has him send a team to murder the Rogues in their barracks. When the attack actually occurs, Corran Horn realizes it and the Rogues get out alive--with the exception of Lujayne Forge, who is killed by a blaster shot. The squadron's next targets are Vladet and Borleias. The assault on Borleias, due to faulty planning on behalf of Laryn Kre'fey, a Bothan General, fails and ends in the injury of many of the Rogues. On Coruscant, Isard allows information to be leaked about Loor's presence (to distract Corran) and prepares to capture or kill Bror Jace, as he leaves the squadron to see a dying relative on Thyferra.*

(***Rogue Squadron***)

- *Shortly after the failure at Borleias, the word of Laryn Kre’fey’s part in planning the battle reaches Bothawui and causes the stature of the entire family to decline on Bothan society. At about the same time, Traest Kre’fey, Laryn’s grandson, enters the Bothan Martial Academy system.*

(conjecture based on *Onslaught*)

- *Leia Organa begins negotiations with the Hapan Cluster. Prince Isolder falls for Leia and has his mother, Ta'a Chume, arrange their marriage, without Leia's knowledge.*

(conjecture based on *The Courtship of Princess Leia*)

- *Ysanne Isard's attempt to capture Bror Jace ends in Jace's apparent death.*

(conjecture based on *Wedge's Gamble*)

- *In the wake of the deaths of Lujayne Forge and Bror Jace, Aril Nunb and Pash Cracken join Rogue Squadron. The New Republic's Provisional Council continues to plan for the conquest of Coruscant and the eventual campaign against Warlord Zsinj. The Rogues are charged with bringing down Coruscant's shields. Knowing that experienced insurgents would be necessary for the mission, Borsk Fey'lya arranges the release of Black Sun members from Kessel and their insertion into Coruscant. On Coruscant, Ysanne Isard's underling, General Derricote, prepares an alien-killing (and human-ignoring) Krytos Virus, which Isard intends to release into the Coruscant populace before abandoning the planet. The only cure is bacta, and if all goes well, the New Republic will not have that resource. Corran Horn and Erisi Dlarit are inserted, undercover, to Coruscant for recon (along with other squadron-mates, unbeknownst to each other). Wedge Antilles and Pash Cracken then meet Corran's former CorSec partner, Iela Wessiri, who tells them that the Empire knows they are on Coruscant. Aril and Gavin are taken by the Alien Combine (an anti-alien-exploitation group), who intend to use Gavin as an example, but an Imperial Floating Fortress appears and attacks the group, taking Aril, and several other Sullustans for Krytos virus research. At the apparent instigation of Tycho Celchu, Corran Horn is nearly captured. As the Rogues are located and plans are made, Isard releases the virus into the water supply. Back in the streets, Corran meets with Wedge and informs him that Tycho is a traitor. Wedge will not believe it, however, because Tycho was supposedly battling Zsinj at Noquivzor, the New Republic's current base, so how could he be on Coruscant? As the Rogues prepare for a strike at Coruscant's central computer, Isard orders*

the squadron killed and release of the virus increased. The attack on a computer component warehouse ends in the squadron being ambushed, the death of Zekka Thyne (leader of the Black Sun operatives), and the revelation that somewhere in Rogue Squadron, there is a traitor. Suddenly, Tycho appears and tells the Rogues that they have 48 hours to bring the planetary shields down. In Isard's headquarters, she prepares to take her leave of Coruscant. The invasion is prepared. The Rogues will turn the planet's own weather system against it, taking out the shields. This will allow the fleet to arrive. If they cannot do so, an Interdictor will be o-hand to stop the fleet from running into the shields. The shields are taken out and the invasion begins. During the mission, Corran Horn is sent to his apparent death, and Tycho Celchu, branded a traitor, is arrested for his murder. In actuality, Corran has been captured and brought to Ysanne Isard.

(***Wedge's Gamble***)

- *Imperial Captain Zurel Darillian's home is destroyed, and his wife is killed, when Isard flies the SSD* Lusankya *out of Coruscant.*

(conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)

- *With the capture of Coruscant, many other Imperial Core worlds surrender.*

(conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")

- *With the capture of Coruscant, the Sarreti family flees Coruscant, taking the young Ephin Sarreti with them.*

(conjecture based on *Ruin*)

- *The people of the New Republic mourn the apparent death of Corran Horn during the liberation of Coruscant. As the memorial ceremony comes to a close, Kirtan Loor blows up the pilots' memorial. Speaking with the Provisional Council, Wedge attempts to talk them out of trying Tycho Celchu for the deaths of Horn and Bror Jace. The Council, though, has no choice but to try him, considering the evidence at hand. Meanwhile, the Krytos virus continues to wreak havoc on the planet. The Rogues, now including Alien Combine activist Asyr Sei'lar and Lujayne Forge's sister, Inyri, head for Yag'Dhul and reclaim a supply of precious bacta, the only thing that can cure the Krytos virus, from the hands of Warlord Zsinj. (With Isard having given Loor instructions to destroy all New Republic bacta supplies, the substance is becoming even more precious.) At the same time, Iella Wessiri is reunited with her husband, Diric, who had been captured and presumed dead. At the Lusankya prison facility, Ysanne Isard's minions continue trying to "program" Corran Horn as Tycho Celchu is believed to have been programmed. Tycho's trial begins, with Nawara Ven defending him, and Iella backing Nawara up. Back at the Lusankya facility, Corran meets fellow prisoners Evir Derricote (creator of the Krytos virus) and Jan Dodonna, the man who commanded the Rebel forces at the Battle of Yavin. Learning that ryll can be used to make an effective treatment for the Krytos virus, the Rogues are ordered to Ryloth to procure ryll. Loor learns of this and Rogue Squadron's upcoming mission to Alderaan to hijack a bacta shipment from Thyferra and creates a fake Rogue Squadron to destroy the convoy instead. When the Rogues undertake the mission, they arrive to find the convoy destroyed, along with the fake squadron--both destroyed by Warlord Zsinj, it seems. Knowing that failure could mean death at the hands of Isard, Loor surrenders to the New Republic. He trades immunity to prosecution for him giving officials the names of every Imperial agent on the planet, along with clearing Tycho of the treason allegations. At the Lusankya facility, Corran kills Derricote, promises to return for his fellow prisoners, and escapes. He also learns that Tycho was never programmed. On the way out, he discovers a museum area where he learns that Hal Horn, his father, had been a Jedi Knight. He takes the silver lightsaber of Hal's master and escapes--stepping out into the streets of Coruscant! The Lusankya facility was on Coruscant the entire time. As the trial of Tycho Celchu proceeds, Corran makes his way to the proceedings and clears*

Tycho of all charges. As Loor reveals that his agents are about to take out Coruscant's bacta stores, Diric (programmed at the Lusankya facility) murders him, and is murdered in turn by Iella. The Rogues race to stop Loor's bacta-destroying cells and as they do so, a Super Star Destroyer blasts free of the lower levels of Coruscant and escapes into hyperspace. The Lusankya facility was, in actuality, the Super Star Destroyer Lusankya*. Isard has escaped with the real traitor, Erisi Dlarit, and fled to Thyferra. Once on Thyferra, Isard sets herself up as the planet's popularly supported dictator. At a celebration of their victory and Tycho's freedom, Corran meets Luke Skywalker, who tells Corran that Hal's Jedi Master was Hal's own father; Corran is from a line of Jedi and can sense his own attunement to the Force as well. Luke offers to train Corran, but Corran turns him down, making the pursuit of Isard his main priority. Those plans are cut short, however, when Borsk Fey'lya informs him that the Rogues cannot go after Isard (because she is the legitimate ruler of Thyferra) and will go after Zsinj instead. With this new information, and money deposited into Tycho's account to make it look like he was bribed, the Rogues know what they must do. The entire squadron resigns from service and prepares for a mercenary mission to take Isard from power.*

(***The Krytos Trap***)

- *As the New Republic is settling in on Coruscant, Churhee's Riflemen begin hiring out as mercenaries again.*

  (conjecture based on *Special Military Unit Intelligence Update*)
- *Colonel Jak Bremen is placed in charge of security for the planet Coruscant.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, abridged)
- *Tresk Im'nel joins the Bothan Diplomatic Corps and promptly makes certain he can transfer to Coruscant under Borsk Fey'lya.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Tresk Im'nel, found on the Wizards of the Coast website)
- *Grand Admiral Thrawn, now fully alerted to the galactic situation despite Isard's lies to him, takes command of the Imperial Star Destroyer* Chimaera *and begins reunifying and strengthening the fleet. He orders the construction of several new warships, but the Imperial shipyards are only able to build a fraction of them, including the Scimitar bomber (which comes about a bit later). He prepares to leave the Unknown Regions.**

  (conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" and *The Krytos Trap* via *TimeTales*, verbatim)*

***NOTE: I added the "which comes about a bit later" comment to jive with the Scimitar entry below.**

- *The Rogues (except Pash Cracken but now including Iella Wessiri) begin preparing to take Ysanne Isard down on Thyferra. Pash Cracken has been transferred to the Zsinj hunt, but he has given the Rogues the base on Yag'Dhul as a staging area. In preparation, Gavin Darklighter, Mirax Terrik and Corran Horn procure weapons from Huff Darklighter and Booster Terrik. Later, former Rogue allies Elscol Loro and Sixtus Quinn appear and offer to help the insurgency plans. The group begins hit and run sorties, hijacking whatever bacta convoys they find. They then give the bacta to needy planets. Isard then cuts off the bacta supply, but the Rogues simply open the station to trade and continue the bacta distribution that way. During one of their preliminary missions, Bror Jace (apparently not dead) appears and rejoins the squadron to liberate his homeworld. Isard, Fliry Vorru, and Captain Convarion begin killing families of those who allowed the Rogues to take bacta or those who received it. The Rogues then retaliate against Isard's bacta stores. As these sorties continue, Isard acquires an Interdictor cruiser and sets up an ambush at Alderaan. The ambush fails, however, ending in the death of Convarion. Isard, fed up, finally just begins attacking the Thyferrans in retribution. The Rogues must act quickly. They let Isard learn of the base at*

Yag'Dhul and prepare for the inevitable showdown. In the calm before the storm, Corran proposes to Mirax and she accepts. Isard's forces, led by the Lusankya *but short one Star Destroyer that defected after she attacked the Thyferrans, arrives at Yag'Dhul. In the resulting battle, Erisi Dlarit is shot down by Corran, and a New Republic force enters to help. With the fleet's help, the battle is won. The* Lusankya *is surrendered and Tycho personally destroys the shuttle that they have identified as holding Isard. The squadron rejoins the New Republic (who is saying that the operation was sanctioned all along), Mirax and Corran are married aboard the* Lusankya*, and Thyferra returns to relative peace.*

(***The Bacta War***)

- *After haggling with New Republic Intelligence, Booster Terrik is allowed to keep the Star Destroyer he captured during the Battle of Yag'Dhul. He renames it* The Errant Venture*. The ship becomes a travelling trading bazaar. Princess Leia also takes a captured Star Destroyer for her own, renaming it* Rebel Dream*.*

  (conjecture based on *The Essential Chronology* via *TimeTales*, verbatim)
- *When Quelev Tapper's smuggling band becomes too entrenched in Imperial-held areas, the Imperials dispatch a task force to destroy them. Fellow smugglers, led by Talon Karrde, come to the band's aide. As a result, the remaining 25% of Tapper's band join Karrde's operation.*

  (conjecture based on *First Contact*)
- *The Shak clan on Ryloth is discredited for trying to scam the New Republic over ryll kor.*

  (conjecture based on *Hutt and Seek*)
- *Kea Ra-Lan makes it past New Republic and Imperial forces on Kashyyyk and steals ancient texts from Neocomora's secret vaults.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #10)
- *Corran and Mirax Horn honeymoon on Alkatha.*

  (conjecture based on *I, Jedi*)
- *Thrawn begins rebuilding the Imperial forces in the Unknown Regions. Shortly thereafter, he returns from the Unknown Regions.*

  (conjecture based on *The Krytos Trap* and *Star Wars: The Roleplaying Game*--"Thrawn Trilogy Sourcebook")
- *Grodin Tierce transfers to Thrawn's* Chimaera*.*

  (conjecture based on *Specter of the Past*)
- *The New Republic begins conserving bacta as much as possible in the wake of the shortage.*

  (conjecture based on *Specter of the Past*)
- *Nakaron kills New Republic Agent Lanish Ran, but is caught by Agent Thom Clessigan. While en route to the Republic detention facility on Dles IV, Nakaron hijacks the* Protector *and takes the Clessigan and the crew hostage.*

  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *The New Republic captures the Star Destroyer* Tyrant*. Leia Organa Solo takes the vessel, rechristens it the* Rebel Dream*, and makes it her flagship.*

  (conjecture based on *The Essential Chronology*)
- *Tyria Sarkin is about to wash out of New Republic Academy pilot school when she is transferred to Colonel Repness' squadron for "remedial pilots in training." Her scores improve to the level where she will be able to become a pilot, and then Repness comes up to her and lets her know that she should have washed out, but he's been doctoring her scores. He says that if she'll help him steal an X-wing to sell on the black market, he'll bump her scores up, and she refuses, so he covers his tracks and brings her up on charges of insubordination. With that blot on her record, no fighter squadron Commander wants her.*

(conjecture based on *Wraith Squadron* via *TimeTales*, verbatim)

X-wing (novel series: Michael A. Stackpole & Aaron Allston)

X-wing--Rogue Squadron (novel: Michael A. Stackpole)
Chapters 1 – 40
Epilog [*sic*]

X-wing--Wedge's Gamble (novel: Michael A. Stackpole)
Chapters 1 – 46
Epilogue

X-wing--The Krytos Trap (novel: Michael A. Stackpole)
Chapters 1 – 46

X-wing--The Bacta War (novel: Michael A. Stackpole)
Chapters 1 – 42

7 ASW4

- *Zekk is born on Ennth.*
  (conjecture based on *Young Jedi Knights: The Lost Ones*)
- *Jagged Fel is born to Soontir Fel and Syal Antilles.*
  (conjecture based on *Ruin*)
- *Cynabar offers a report on Shadowpoints to the New Republic. (Exact date as shown on document: 42:3:23 i.e. 23 Selona 7 ABY)*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *In the Delani sector, a former Imperial base is taken over by Professor Oron.*
  (conjecture based on *Relic*)
- *Ree Shala purchases the moon Jaresh as a base of operations for her smuggling business.*
  (conjecture based on *Relic*)
- *Nakaron transmits demands to the New Republic over Thom Clessigan and the* Protector *hostages.*
  (conjecture based on *Wanted by Cracken* supplement in *The Official Star Wars Adventure Journal* #4)
- *Stormtrooper Triv Potham becomes a slave of the Gamorrean Klagg clan on the planet Pzob.*
  (conjecture based on *The Star Wars Encyclopedia* via *TimeTales*, verbatim)
- *The planet Mrisst, in the GaTir system, long subjugated by the Empire, is freed by the New Republic.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Last Command Sourcebook" via *TimeTales*, verbatim)
- *The Museum of the Republic is established on Coruscant. The edifice contains numerous displays depicting the events of the Galactic Civil War and the years following the Battle of Endor. It contains a room dedicated to the Battle of Yavin, which has a cut - away model of the first Death Star and a listing of the battle station's full complement of personnel. The display is designed to highlight the destructiveness of war, regardless of the outcome.*
  (conjecture based on *Shield of Lies* via *TimeTales*, verbatim)
- *As the Empire fragments, a New Republic battle fleet enters the Indu San system and forces the Imperials, led by Ekam Ouwray to leave. Kaleb Darme, one of Ouwray's supporters, remains on the world to help pave the way for an Imperial return. The planet's Congressional Council is restored to power.*
  (conjecture based on *Kella Rand Reporting*)
- *Feena D'asta of the Imperial Ruling Council is kidnapped by Black Sun and replaced with a clone.*
  (conjecture based on *Crimson Empire II: Council of Blood*)
- *Thanis Gul-Rah retires to Kal'Shebbol after leaving the bounty hunter gang known as Qulok's Fist.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Neb Ufentes, under contract from Drooim-Durtha Systems, builds the ShipFinder for Imperial factions.*
  (conjecture based on *Counterstrike*)
- *TransGalMeg Industries Imperial-ordered hold over the planet Narg would've ended this year.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The Abduction of Crying
  Dawn Singer")
- *Kella Rand encounters Dictio L'varren.*
  (conjecture based on *Kella Rand Reporting*)
- *Gamgalon sets up Morodin-hunting safaris on Varonat.*
  (conjecture based on *First Contact*)
- *Makezh awakens with most of his memory gone. He finds himself being transported by Aing-Tii Sanhedrim out of the Kathol Rift. He settles on Danoor, where he begins to realize that he now has the ability, at the expense of his past it seems, to navigate the Kathol Rift without incident.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback—'Galaxy's Edge")
- *Imperial Admiral Betl Oxtroe begins negotiations with the New Republic. Her plan is an exchange of amnesty for the Imperial military in return for the New Republic allowing the Empire to set up a Provisional Council, led by Ederlatth Pallopides, the late Palpatine's grandniece, as a figurehead. She is murdered by a Noghri before she can complete the negotiations.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *General Airen Cracken sends out a file containing information on wanted criminals to all New Republic bases.*
  (***Star Wars: The Roleplaying Game*--"Wanted by Cracken"**)
- *General Airen Cracken sends out a supplemental file to his wanted file, this time covering Hyobu Sulloran and stormtrooper colonel TC-1289.**
  (***Wanted by Cracken: Updates***)*

***NOTE: See "On RPG Magazine Stories" in How to Use The Timeline Section.**

- *Shada D'ukal, a Mistryl Shadow Guard, leaves Emberlene and is assigned as bodyguard to the smuggler Mazzic.*
  (conjecture based on *Specter of the Past*)
- *Cobb Unser and his sister, Corla, arrive on Kal'Shebbol, on the run from bounty hunters. When they are unable to pay Moff Kentor Sarne's high tariffs, their ship is seized. After a short while, Sarne takes a liking to Corla, and she suddenly vanishes, apparently taken by Sarne and shipped away deep into Sarne's unknown territories. Cobb vows to someday find her again.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *Moff Kentor Sarne takes the* Renegade *(formerly the* Freedom's Messenger*) from active duty and begins having it refitted for a long-term expedition into the Kathol Outback.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *Durrei is approached by a mysterious stranger who recruits him and his Dark Side power in the fight against the Empire. The man becomes Durrei's new master.*
  (conjecture based on *Relic*)
- *In the wake of the Bacta War, New Republic Intelligence sends Selby Jarrad and Major Cobb Vartos to the planet Verkuyl, a bacta-producing world where the workers are finally ready to revolt against the Imperial Governor with New*

Republic support. The two agents arrive during a social gathering during which prospective business partners may speak with Governor Parco Ein about possible financial arrangements. They arrive as possible business associates and soon meet Daven Quarle, the governor's aide in charge of the bacta refinery project. Selby sets up a meeting with Ein for the next day, and that night plants a bug in the governor's office. On her way back to the reception, she runs into Daven and has to pretend to have been out sight-seeing. The two end up on the roof, speaking of the future of Verkuyl and their own perceptions of the current situation. Selby hides her New Republic ties, which she soon learns was not necessary, as, upon returning to Vartos, Vartos tells her that Daven is their local contact. For the next day's meeting, Selby is to meet with the governor, give the New Republic's demand that he turn over the world, then send a signal to Claris, another operative, who would then inform the New Republic battle group to come charging in to take the planet and aid the revolt. Upon arriving at the meeting, though, the plan is shot to hell. Claris has been captured, and Selby's meeting is postponed. Upon returning to Vartos, Selby finds him held by a stormtrooper. He is saved, though wounded, and then they are both saved by Daven. Daven and Selby work their ways through secret passages (put in the palace by Daven's grandfather, the original founder of BactaCo, which used to run the planet) and prepare to make their way to signal the New Republic ships. When Daven goes to supposedly check on the outside situation, Selby overhears him talking to Ein. He is in league with Ein against the New Republic, not a traitor or New Republic-sympathizer at all. When he returns, Selby holds him at blaster point. He reveals that the people fo Verkuyl are better off under the Empire than they ever were under his tyrannical family's business, and he wants it to stay that way. He does not believe that the populace will be able to handle true democracy yet and that the coming of the New Republic will be detrimental to the planet, even if it is in the New Republic's best interests. Selby refuses to give up, though, and continues her mission, calling in the New Republic. As the dust settles, Vartos recovers, Daven leaves the planet, and the seeds of democracy are sown . . . but is it really for the better? Selby may never know for sure.

(***Conflict of Interest***)

- *Thaddeus Ross goes to Reuther's Wetdock on Najib. Ross sits down at a usual table and plays the song "Laughter After Dark." When Reuther asks why he does this ritual, Ross tells him of the adventure that led to the death of Saahir Ru'luv seven years earlier. Reuther helps him work through his pain, then Ross heads for Isamu, where he lies under the trees that Saahir used to love.*

(***Laughter After Dark***)

- *On Garos IV, Alex Winger and other members of the resistance against the local Imperial government that operates under her stepfather, Tork Winger, discover Imperials moving hibridium being prepared for movement off of Garos IV. When part of the resistance force is attacked (and Scat, a member, captured), Alex barely makes it home in time to wake up and have breakfast with Tork, who tells her that Imperial Captain Brandei is to arrive soon with his* Judicator*. She takes this information to the resistance after classes that day and they determine, based on reports given to one of the resistance's leaders, Dr. Carl Barzon, that the ore has been found to have the ability to be used to cloak objects in a manner far, far superior to cloaking technology currently in Imperial hands. They must stop the ore from getting into Imperials hands. They attack a shipment of the ore and succeed in stopping that particular shipment, though Alex is nearly caught by anti-resistance classmate Lej Carner. Carner is killed by Alex's fellow rebel, Chance, and the mission is a success. That evening, a dinner is held where Alex learns far more about the Imperial operation that she will pass on to the resistance. Her father tells her that Brandei is going to help her get into the Imperial Academy, which she grudgingly thanks her father for. Later that*

*evening, Alex and a resistance force break into the local Imperial base and save Scat from Imperial custody. All in all, it's been a productive couple of nights.**

(***A Glimmer of Hope***)**

***NOTE: This story mentions the movement of the New Republic toward Coruscant as something currently taking place, but this is simply an error based on when this story was written in relation to when the *X-wing* novels were written.**

- *During a strike on Vaenrood, X-wing pilot Darryn Thyte is shot down. In the resulting crash, his right arm is sheared off, having to be replaced shortly thereafter by a clunky cybernetic arm, the only prosthetic available at the time. This leaves him unable to fly starfighters and a highly bitter individual. He is taken from active duty.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Breslin Drake's search for the Wraith comes to a halt when the Wraith vanishes. On his way back to Kal'Shebbol, Drake becomes stranded on Pembric II. He sets up shop as the owner of the ThrusterBurn Tapcafe, unknowingly hiring the Wraith (whose real name is Drenn) as his bouncer.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Crisis")

- *Doctor Lancer Brunou is asked by Moff Kentor Sarne to examine artifacts from a place or person known as DarkStryder. Afterwards, Brunou joins Sarne's science staff.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")

- *Tresk Im'nel, already wary of Borsk Fey'lya's way of going about the business of diplomacy, gets himself assigned to a diplomatic team that will help bring former Imperial worlds into the New Republic.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Tresk Im'nel, found on the Wizards of the Coast website)

- *As the New Republic's Talon Squadron is destroyed, leaving only Myn Donos, Rogue Squadron returns to Coruscant and a heroes' welcome. Wedge reunites with Derek "Hobbie" Klivian and Wes Janson. Shortly thereafter, Wedge proposes the creation of a new squadron to Admiral Ackbar. The new squadron, called Wraith Squadron, would be a reversal of the Rogues. Whereas the Rogues are primarily a fighter group with secondary abilities as commando forces, the Wraiths would be commandos first, pilots second. He wants to bring in pilots from the dregs of Starfighter Command--washouts, trouble-makers, those with one chance left. Ackbar agrees to give him a three month trial period, but if the squadron does not pan out, Wedge must accept promotion to General. Wedge turns over command of the Rogues to Tycho Celchu and creates the Wraiths. The squadron consists of Wedge, Wes Janson, Myn Donos, Jesmin Ackbar, Hohass "Runt" Ekwesh, Garik "Face" Loran, Ton Phanan, Falynn Sandskimmer, Voort "Piggy" saBinring, Tyria Sarkin, Kell Tainer, and Eurrsk "Grinder" Thri'ag. They proceed to Folor base for training but are attacked by Admiral Apwar Trigit's* Implacable*, under command of Warlord Zsinj. They try to retreat to Doldrums but are stopped by electronic failure (caused by a weapon of Zsinj's arsenal) and wind up having to go to Xobone 6. Once there, they are attacked by a Corellian Corvette, which they capture and rechristen the* Night Caller*. They then intend to use the ship to get at Zsinj, undercover. They begin searching for Zsinj bases and leading New Republic forces to them. The Warlord assumes that the ship is being tailed, not leading the forces to his bases. The raids are only partially successful, however. Jesmin Ackbar dies in a related assault in battle with pirate forces. The Wraiths then set up an ambush at Todirium, capturing a Star Destroyer and a frigate from Zsinj's forces. The majority of the Wraiths are all promoted for this action. They then prepare a trap for Zsinj or Trigit themselves. They allow Zsinj*

to believe that the ship had been ambushed and abandoned by Trigit. This accusation enrages Trigit. Zsinj then tells the Night Caller *crew (whom he still believes to be his people) that he is planning an ambush for the New Republic forces at Ession. When the ambush takes place, the New Republic fleet is ready. Trigit, facing defeat, flees from his Star Destroyer and sets it to self-destruct. His mistress (actually an intelligence agent for Zsinj, Gara Petothel) escapes as well. Trigit, however, does not get far. For murdering Talon Squadron, Myn Donos kills him while he tries to surrender. The battle ends with the New Republic winning at a high cost--Grinder and Falynn died in the conflict. The Wraiths head for Borleias to regroup and rest before continuing their Zsinj-hunt.*

(***Wraith Squadron***)

- *Wraith Squadron receives its newest members, Tyria Sarkin, Castin Donn, Shalla Nelprin, and Dia Passik. Lara Notsil (Gara Petothel undercover) is a likely candidate to join as well. The squadron is ordered off of leave and back to prepare to go after Zsinj. The order comes from Colonel Atton Repness. Knowing that Repness once tried to blackmail Tyria Sarkin, Kell Tainer and Face plot with Lara to catch him in his criminal activities. The Wraiths then take up the challenge of trying to figure out how to best hurt Zsinj. They divide into three groups to do so. They decide that there are three possible courses of action. They can harass one of Zsinj's local governors to draw him out. They can pose as pirates to infiltrate Zsinj's trust. They can prepare for Zsinj to attack the Kuat Drive Yards, where he will likely try to steal the Super Star Destroyer* Razor's Kiss*. The Kuat Drive Yards idea is taken over by New Republic Intelligence and the Wraiths are sent, as pirates, to Halmad to harass the local governor--a combination of the first two plans. First, they raid a Zsinj-friendly hangar and steal several TIE Interceptors for their "pirate band," the Hawk-bats (as they call themselves). While the Wraiths work on the Zsinj hunt and harassing Halmad covertly, Lara manages to catch Repness with the "sting" and is allowed to join the squadron. Lara/Gara is beginning to have second thoughts about working for Zsinj. Another raid on Halmad proves disastrous. Zsinj arrives with his Super Star Destroyer,* Iron Fist*, and defends Halmad brutally, ending in the injury and subsequent death of Ton Phanan. He gives the Hawk-bats three alternatives: join him, leave, or stay (and be destroyed). Knowing that this is the opening they need, the Wraiths/Hawk-bats decide to join him (with Wedge temporarily taking to the sidelines since he is so well-known). When meeting with Zsinj, Castin Donn sneaks a tracing program into the* Iron Fist*'s computer that will allow Solo to find the ship, every so often. He is discovered, though, and killed. Zsinj's men make him appear to just be unconscious and bring him before the Hawk-bats and Zsinj. To prove their loyalty and sincerity, the Wraiths (namely Dia) must "kill" Castin. Dia does so and they remain in Zsinj's good graces. Zsinj finally hits the Kuat Drive yards, where the Wraiths plant Castin's tracking "bug" into the* Razor's Kiss *while Wedge (pretending to be Lt. Kettch--an Ewok pilot based on an inside joke, which manages to make Zsinj think someone else escaped from the same place Piggy did) and the others battle the Imperial 181st and Soontir Fel (it appears). The theft of the* Razor's Kiss *is successful, but as the* Iron Fist *and* Razor's Kiss *try to escape, they are intercepted by Han Solo's New Republic fleet. In the ensuing battle, Zsinj must take* Iron Fist *and escape, leaving* Razor's Kiss *behind. He is wounded, but not defeated.*

(***Iron Fist***)

- *A brainwashed assassin attempt to kill Admiral Ackbar, nearly succeeding. Voort "Piggy" saBinring is hurt in the attack, but survives. This is but one of the strange incidents beginning to occur across the New Republic. Wraith Squadron finally becomes a part of the fleet under Han Solo's command. Wedge Antilles officially resumes command of Rogue Squadron, leaving the Wraiths to Garik "Face" Loran. Wedge will command all four of the* Mon Remonda*'s squadrons--Rogue, Wraith,*

Polearm, and Nova. The Wraiths also have a new pilot, Elassar Targon. The Wraiths are sent to Levian II, and are nearly killed by Zsinj's forces. They decide to bait Zsinj with a false Millennium Falcon *(the* Millennium Falsehood*) and bring him down. The task force heads for Saffalore to capture the facility that altered Piggy. Unbeknownst to them, Zsinj has brought Edda Gast (the head of the facility now that Zsinj has executed the other director) and the operation aboard the* Iron Fist *to leave the Saffalore base as a trap. He's become angered at the existence of Lt. Kettch (who doesn't really exist) and believes he may have come from one of the Zsinj-controlled facilities. The Wraiths and Rogues go to Saffalore and the Wraiths walk into the trap, becoming badly burned and willing to kill anyone necessary to escape. The Rogues, who were reserved as back-up, get them out and away to safety, with Dr. Gast as a prisoner. As of the end of the mission, Myn Donos and Lara Notsil (or Myn Donos and Gara Petothel, the woman who helped destroy Talon Squadron) are an official couple. The next round of assassination attempts follows. Mon Mothma is targeted but escapes harm. Wedge, Han, and others are also targeted. Tyria manages to destroy Polearm Two before he can kill his target, just as Corran Horn must kill fellow Rogue Tal'dira to save Wedge. Another tries to kill Dr. Gast and* appears *to succeed. Shortly thereafter, a covert transmission arrives for General Solo. Admiral Teren Rogriss of the Imperial Star Destroyer* Agonizer *wants Zsinj taken out as much as the New Republic does. He offers to work in conjunction (and secret) with Solo to destroy Zsinj. At a recreational "party," Face notices Lara using Coruscant charm signing. It leads him to seek out her past. He learns the awful truth--based on something a Coruscant native mentioned, it appears that she is the daughter of Dalls Petothel and Edallia Monotheer, Gara Petothel. As a mission to Kadriff comes to a close, Face confronts her with the facts over comlink and accidentally broadcasts her identity over the squadron channel. Myn tries to destroy her, but his shot nearly kills Face instead, and she vanishes into hyperspace, all the time swearing, truthfully, that she hadn't betrayed them. Back with Nawara Ven, Dr. Gast has survived and is regaining her health. She offers the secret to Zsinj's programming of assassins for immunity. Lara/Gara then returns to Zsinj and begins working for him, all the while using Tonin, her astromech, to prepare to destroy* Iron Fist *herself for the New Republic. After a while, she becomes a TIE pilot working under the unseen Soontir Fel. In the next engagement between Zsinj's forces and the New Republic, she transmits information to help the New Republic before retreating with Zsinj's forces. Her message included a suggestion to attack Zsinj at Vahaba, and, trusting this, Solo has Face speak with Rogriss to procure an Interdictor cruiser. If Zsinj will enter the trap, they damn sure want to keep him there. The battle at Vahaba takes place, but Zsinj orders* Iron Fist *to retreat. At that time, Lara's sabotage takes effect, shutting down the ship's hyperdrive and leaving her vulnerable at Selaggis. She fights her way though the ship, freeing many of Dr. Gast's former "patients" and escaping to call the New Republic and inform them of Zsinj's location. The fleet pounces. During the battle, Lara is apparently killed. Wedge thinks he has destroyed or at least captured Fel, only to find that it was actor Tetran Cowall (a rival of Face) all along. It is not the true 181st they re fighting, but a force made of half live pilots and half robotic TIEs. The* Iron Fist *enters a Nightcloak (a light-absorbing cloaking device in Zsinj's arsenal) and is hunted down, only to appear to be destroyed. In reality, the debris left were from the* Razor's Kiss *and other ships, while the* Iron Fist *escapes. Zsinj is defeated in another battle, but the campaign continues. With this victory, Wraith Squadron is disbanded, becoming a New Republic Intelligence unit instead. Myn Donos, having gotten over his rage at Lara, joins Rogue Squadron to replace Tal'dira. Dr. Gast gets her "new life," but Nawara Ven makes sure she spends it in prison. And after the smoke has cleared, Myn*

receives a message from Lara. She is alive and well on Corellia as Kirney Slane. Perhaps their relationship might have a chance yet.

(***Solo Command***)

- *Moff Kentor Sarne sends Imperial Science Team MS-133 to Aaris to excavate local ruins.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")

- *In Gorkin's Rest, Dirk Harkness is talked into telling his friend Starter, Plat Okeefe, Jai Raventhorn, and Tru'eb about how he came to join the Rebellion and what happened to the love of his life, Chessa.*

  (***Chessa's Doom***)

- *After Dirk Harkness' tale of how he joined the Rebellion, Dirk, Jai Raventhorn, Starter, Plat Okeefe, and Tru'eb leave Gorkin's Rest. As they are on their way out, Tru'eb tells the others the tale of how he came to meet Platt and how he freed himself from Big Quince.*

  (***Big Quince***)

- *Having left Gorkin's rest, Dirk Harkness, Jai Raventhorn, Starter, Platt Okeefe, and Tru'eb head for a meeting with the arms dealer Tulagn. When Starter, like an ass, tosses an unarmed thermal detonator at Jai as a joke, she recounts her encounter with Beylyssa. They then leave for a drink aboard the* Luudrian Star*.*

  (***Explosive Developments***)

- *Aboard the* Luudrian Star*, Starter tells Dirk Harkness, Jai Raventhorn, Platt Okeefe and Tru'eb a completely false story of how he faced off Bossk, 4-LOM, IG-88, Beylyssa, Zardra, and Boddu Bocck, only to be captured by Boba Fett, and forced to escape from Darth Vader, stealing the shuttle* Tyderium *along the way. Needless to say, the others are intelligent enough to know he's full of shit.*

  (***Starter's Tale***)

- *Jai Raventhorn and Dirk Harkness take the munitions recently acquired by the Black Curs and sneak aboard the* Vengeance*, a Star Destroyer bearing Imperial Advisor Bregius Golthan, who is, at present, the Black Curs worst local enemy. They manage to set explosives while pretending to be technicians, but run into Golthan and Beylyssa, causing them to barely escape aboard Golthan's personal escape pod when the bridge explodes. The other Black Curs attack the ship in the commotion and the Star Destroyer goes down. A group of salvagers head out to the wreckage and go after the escape pods. They find Golthan's escape pod and race Jai and Dirk to medical attention, though the other Black Curs think they are dead.*

  (***Vengeance Strike***)

- *In the Pluthan system, the Dug bounty hunter Langro Dis has tracked down Krova the Hutt, who has a bounty on her head due to betraying Rebels to the Empire, including during the events that led to the Imperial Massacre at Kolanda Station on Latharra. Krova has found a Sith Holocron, however, and hopes to use it to trade for her freedom somehow. Trying to hide it, Krova swallows it. While Langro takes Krova to Alvorine to meet with Marshall Hundria Kast and prepare for her trial, the Holocron calls out to a group of Darksiders to come and claim it. The Darksiders arrive, as does another Darksider named Noth, who believes himself to be the rightful heir of its contents. The Darksiders ambush Krova's convoy once she has been delivered, taking the holocron from Krova by any means necessary. After securing the holocron, the Darksiders are attacked by Noth, but kill him before escaping with the damaged, but intact, holocron.*

  (***The Hutt Hit***)*

***NOTE: This could take place any time during the New Republic era, but given that Krova has a bounty placed on her head shortly after the Battle of Endor, 2 – 3 years seemed enough time for her to elude capture.**

Wanted by Cracken (RPG: Louis J. Prosperi)

Wanted by Cracken (RPG: Louis J. Prosperi)

Wanted by Cracken: Updates (WWM53 short story: Timothy D. Jacques)
Wanted by Cracken: Updates (WWM53 short story: Timothy D. Jacques)
Conflict of Interest (AJ13/TFTNR short story: Laurie Burns)
Conflict of Interest (AJ13/TFTNR short story: Laurie Burns)
The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)
Laughter After Dark [continued] (AJ15 short story: Patricia A. Jackson)
A Glimmer of Hope (AJ1 short story: Charlene Newcomb)
X-wing [continued] (novel series: Michael A. Stackpole & Aaron Allston)
X-wing--Wraith Squadron (novel: Aaron Allston)
Chapters 1 – 31
X-wing--Iron Fist (novel: Aaron Allston)
Chapters 1 – 21
X-wing [continued] (novel series: Michael A. Stackpole & Aaron Allston)
X-wing--Solo Command (novel: Aaron Allston)
Chapters 1 – 18
Tales of the Black Curs [continued] (AJ short stories: Peter Schweighofer)
Chessa's Doom [continued] (AJ1 short story: Peter Schweighofer)
Big Quince [continued] (AJ2 short story: Peter Schweighofer)
Explosive Developments [continued] (AJ3 short story: Peter Schweighofer)
Starter's Tale (AJ4 short story: Peter Schweighofer)
Vengeance Strike (AJ5 short story: Peter Schweighofer)
The Hutt Hit (G5 short story: Jeff Grubb)
The Hutt Hit (G5 short story: Jeff Grubb)
The Vision
Arrival in Alvorine
The Ambush
The Rest of the Story

8 ASW4

- *At this point, the New Republic controls 50% of the known galaxy.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Rostek Horn joins the Lastdark Club.*
  (conjecture based on *I, Jedi*)
- *Republic Engineering Corporation is founded.*
  (conjecture based on *The Essential Guide to Vehicles and Vessels*)
- *Shana Turi graduates from the University of Garos and takes a teaching position at the Zila Academy.**
  (conjecture based on *Mission to Zila*)*

***NOTE: This assumes she enters at the age of 18 and a normal person goes through in four years.**

- *The Kaarenth Dissension begins building up forces to attack the New Republic.*
  (conjecture based on *Counterstrike*)
- *Corran and Mirax Horn honeymoon on the planet Alakatha.*
  (conjecture based on *I, Jedi* via *TimeTales*, verbatim)
- *The Togorian Keta, joins the Cavrilhu Pirates, and becomes Zothip's first mate.*
  (conjecture based on *I, Jedi* via *TimeTales*, verbatim)
- *In the Indu San system, Kella Rand, a reporter for GNN, is covering a vote regarding alliance between the New Republic and the Indu. The system's leader, Shek Barayel, has been quiet about his opinion and his vote is uncertain. He never gets the chance to vote, though, because just as he is about to, he is killed in an explosion. The place erupts into chaos, and Kella knows a great story is beginning, though the alliance with the New Republic may now be shot by people*

blaming the Republic for Barayel's death. She sees Council Authorities following the New Republic ambassador Dictio L'varren's aide, Tev Aden, out of the room. Having reported back to her editor, Robbe Nostler, and facing a deadline, she follows for a scoop. In the hallway, she finds, after some hassle, Aden dead, shot and killed by an Authority named Kaleb Darme. Aden supposedly had a detonator in his possession, which implicates the New Republic. Having reported back to the GNN bureau, Kella looks through stock footage to see what she can use in the story and discovers video of Darme planting the bomb that killed Barayel, which means he was framing Aden and the New Republic in order to move for an alliance with the Empire instead of the New Republic. She shows the news to Nostler, Crislyn, and Juloff, but Juloff is loyal to the Empire and gives the news to Darme. Kella races to speak with L'varren, but finds herself under attack by Authority agents, specifically Juloff and Darme. She sends her camera with the evidence to L'varren and is saved just in time. The New Republic is exonerated and Kella gets her scoop.

(***Kella Rand Reporting***)

- *When outspoken Exargan New Republic Senator Drextar Pym visits his homeworld with his wife and two sons (Kyle and Dirv), he takes an magnetic-lift train to spend extra travel time with his constituents. Once en route, though, the train is taken over by a former Imperial Storm Commando. Pym's wife and sons (and their droid, V-3P5) are captured, and bombs will blow up the train, which is hurtling toward a conference site, where it will explode and kill not only the passengers but conference attendees. Members of Pym's guards and other passengers manage to disarm the bombs and free the children, but the Imperial takes Mistress Pym to the roof of the train, along with a control panel that is sending the train still toward a crash with the conference site. Galaxy 9 News reporter Sella Marik distracts the Imperial just long enough for Mistress Pym to slip from his grasp. The security guards then kill the man, taking back his control. The train is still going too fast, but they manage at least a controlled jump from the tracks into sand, saving everyone's lives. Pym's reputation, soured by clips the Imperial had played of his shady business dealings, is beyond repair, but they* are *alive. (And for her reporting, Sella is promoted to central corespondent for Galaxy 9 News.)*

(***A Taste of Adventure: Countdown to Disaster***)

- *Han Solo returns from his hunt for Zsinj to find the New Republic receiving a visit from the Hapes Cluster. Leia has just negotiated a treaty with the government, but it comes with an odd cost--Leia Organa must marry Hapan Prince Isolder, much to the disappointment of Han Solo. On Tola, Luke Skywalker discovers records of a failed Jedi rescue mission to Dathomir, led by Yoda, in which the Jedi were attacked by Force witches. Han continues to pursue Leia, but both the New Republic and the Hapans try to keep he and Leia apart. Han wishes to have a world of his own to offer to Leia, so he enters a high-stakes card game and wins the planet Dathomir. When he presents his world to Leia, however, he is shocked to learn that it is in Zsinj-controlled space. Finally, in an act of desperation, Han resigns his commission and kidnaps Leia to Dathomir. Han makes her an offer--she'll spend one week with him, and if she falls in love with him, they will marry, but if she does not, he will return her and go to prison. Upon arrival at Dathomir, they find an Imperial fleet in orbit. After blasting an Imperial vessel, Han manages to land the* Millennium Falcon *on the planet. (To be continued below . . .)*

(***The Courtship of Princess Leia***)

- *On Ryloth, Fenig (Fen) Nabon and Ghista Dogder hire two Mistryl, Shada Du'kal and Dunc T'racen, to transport them and a cargo of Twi'lek females to Durga the Hutt on Nal Hutta. The Mistryl are not amused, since they don't wish to see the Twi'leks sold into slavery, but when the women tell them all is legit, they are*

honor-bound to stick to the arrangement. On the somewhat long trip to Nal Hutta aboard the Mistryls' ship, the Fury*, Ghista continuously pisses off the Mistryl with insults and insinuations. When they get above Nal Hutta, the Mistryl force Ghista and Fen into an escape pod and launch them to the surface without their "cargo" of women. Fen and Ghista survive and make it to see Durga, who is told that the ship that stole his cargo was the slave vessel the* Indenture *(which they'd actually destroyed en route to Nal Hutta), which is owned (was owned) by the Karazak Slaving Cooperative. He trusts Ghista because she is one of his clan's counselors, empowered to make Hutt deals, but even though he believes her and will let she and Fen live to leave Nal Hutta aboard their waiting ship, the* Star Lady*, he will not allow Ghista to continue as a counselor. Later, Shada and Dunc find a holomessage from Fen which tells them that they intended for the Mistryl to send them along without the "cargo," and the Twi'leks are awaited back on Ryloth for a safe return home. The Mistryl will still get their payment, and, hopefully, blaming the loss of the women on the KSC will spark clan warfare among the slaver, allowing Ryloth to live in peace, at least for a little while. For Ghista's part, she is happy to no longer be a counselor and happy that she was able to "stick it" to Durga—two of his previous counselors, both of whom were killed by Durga, were Dodgers as well.*

(***Hutt and Seek***)

- *Luke and Isolder arrive on Dathomir--Luke seeking the truth to the Jedi story, and Isolder seeking Leia. Luke uses his Force-sensitivity to work with the Blue Desert People to find Leia and the others. Elsewhere, Han and Leia are finally discovered by Zsinj's forces, but they are saved by a group of Dathomirian Force witches belonging to Mother Augwynne's Singing Mountain Clan. They are taken to the clan's village. Meanwhile, Luke and Isolder discover the Jedi ship called the* Chu'unthor *and begin to understand the purpose of the ages-old rescue mission. Shortly thereafter, they meet Teneniel Djo of the Singing Mountain Clan, who takes them both as slaves. In the village, Han and Leia strike a deal with Mother Augwynne. If they will sell Dathomir to the Singing Mountain Clan and help them fight off a group of Dathomirian Dark Jedi (Nightsisters) led by Gethzerion, the clan will help fix the* Millennium Falcon *and give them a large amount of precious metals and gold. Luke and Isolder finally arrive and Isolder is set to marry Teneniel Djo. Both he and Luke then meet the prophetic Mother Rell who gives the impression that Isolder will die soon (possibly). The heroes head for Zsinj's local prison to scavenge for supplies, while Zsinj arrives in orbit and Gethzerion prepares to capture the heroes and trade them to Zsinj for passage from Dathomir. Zsinj is not up for such a bargain, however, and he deploys mines in orbit to blockade the planet and hold Dathomir hostage for the turning over of Solo to him. Now even more desperate, the Nightsisters attack the group, but Han manages to get the* Millennium Falcon *airborne. Zsinj then puts his latest superweapon (the Nightcloak, which blocks out a world's sunlight) into effect as further incentive for Han to turn himself in. On the surface, Gethzerion begins killing prisoners to achieve the same effect. Finally, Han returns to the prison and turns himself in--with a detonator. He intends to destroy himself and the Nightsisters, but Gethzerion deactivates the detonator and begins using Dark Jedi powers to torture him into submission. As Han nears death, the others arrive in the* Falcon *and free him. The Nightsisters take a transport vessel off the planet, only to be chased by the* Falcon *and destroyed by Zsinj's* Iron Fist*. With the Nightsister threat gone, the New Republic heroes turn their sights on* Iron Fist *and the Nightcloak. Luke destroys the latter, while* Han *(with the help of a newly-arrived Hapan fleet) destroys the former, with Zsinj aboard. Han's multi-year quest to bring down Zsinj is finally over. As events come to a close, Isolder marries Teneniel Djo and brings the Hapes Cluster into the New Republic. Luke sees a glimpse into their future and tells them to bring their (as yet unborn)*

daughter to train with him. And, finally, after knowing each other for eight years, Han Solo and Leia Organa are officially married.

(***The Courtship of Princess Leia***)

- *Ta'a Chume, the Queen Mother of the Hapan Cluster agrees to the Hapan Treaty, to join the New Republic as a primary member with a senatorial representative and to allow its' subordinate worlds to send legates. The subsequent Hapan role in New Republic politics has been minimal. The Hapan senator, could, by rights, claim a role in some of the most prestigious of the senate councils, but she has not chosen to do so. Only 12 of the 63 eligible Hapan worlds have chosen to send legates to Coruscant. The Hapan Treaty specifies that the Consortium retain sovereignty over its territories while a member so long as it conforms to the Common Charter, and that the Hapan Fleets will remain separate and independent from the New Republic military. The Internal affairs of the Hapans remain internal. The treaty also opened and regulated trading posts on certain Hapan Rim worlds.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, verbatim)

- *With the defeat of the Nightsisters, the order nearly vanishes, but the few remaining Nightsisters draw upon Gethzerion's* Book of Shadows *to create a new Nightsister clan, which will come to mingle with the Imperials, even allowing men to be trained..*

  (conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *New Republic historian Voren Na'al, Director of Research for the New Republic Inner Council interviews Han Solo on the planet New Ralltiir, about his prior adventures in the Corporate Sector. Occasional comments are added by Chewbacca, Solo's best friend, and by Leia Organa Solo, his wife.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Han Solo and the Corporate Sector Sourcebook" via *TimeTales*, verbatim)

- *Imperial Science Team MS-133 on Aaris III discovers a way into the ruins being excavated. (Exact date of journal entry: 43:3:31, i.e. 31 Selona 4 ABY).*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")

- *On Aaris III, Imperial Science Team MS-133 begins trying to translate the singing pictographs in the local ruins. (Exact date of journal entry: 43:3:34, i.e. 34 Selona 4 ABY).*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")

- *Page's Commandos is sent to Kal'Shebbol in an attempt to bring down Moff Kentor Sarne. The mission begins with a crash landing, but continues well for the moment. The team, led by Lieutenant Page and including Syla Tors, Keleman Ciro, Kaiya Adrimetrum, and others, goes to rendezvous with Lilla Dade, who was inserted three days before to find a back door into Sarne's base of operations, under his energy shield, which it is the duty of Page's Commandos to bring down. They are instead met by Kl'aal, a Defel that is now working with Dade. Kl'aal leads them to Dade, who shows them a strangely damaged service tunnel that they will use to gain entry into the compound. As Kaiya leads a team to the detention center to free New Republic prisoners (including Kaiya's friend, the Wookiee Lofryyhn), the others head for Sarne's bolthole. They know that they cannot make it all the way across the compound to the shield generator, but Sarne has a hidden hangar for his getaway ship, the* Ambition*, and where there's a getaway ship, there must also be a secondary shield control. As the teams make their way, Sarne realizes that the New Republic force battering his energy shield and the team on the ground are a good signal to escape while he still can. He takes several loyal troopers and a box of DarkStryder technology and heads*

for his bolthole. Once in the tunnel to the ship, Sarne realizes that New Republic troopers (Page's team) are following them. He uses one DarkStryder device to create hideaways for his men to fire from and another to mindwarp the pursuing team. Once the team is on the ground nearly paralyzed by the device, Sarne and his troopers continue toward the Ambition*. In the detention block, prisoner Jessa Dajus awakens to blaster fire. The New Republic team led by Kaiya has entered the cellblock, and Kaiya and Lofryyhn have been reunited. Jessa tells them of a gut-feeling of doom for the rescue attempt and they discover booby traps on some of the doors. Being extra careful, they free the other prisoners while Jessa tells them that she was once Sarne's shuttle pilot, but was imprisoned in his last loyalty purge. She agrees to lead Kaiya's team to the entrance to the bolthole in Sarne's quarters. In the tunnel, Page and company come to and make their way to the secret hangar, but Sarne is already escaping in the* Ambition *with the DarkStryder technology. They find the shield controls and set them in the "off" position, readying the world for New Republic liberation. Later, Page contacts the New Republic for assistance in tracking down Sarne, but Sarne has been made a very low priority. Page is told that if he can manage to get his own ship and crew, the New Republic can provide* some *support for a mission, but otherwise, he and his teams are to return to other duties. Page is determined to send someone after Sarne, as is Jessa, who speaks with him a few moments later, revealing that Sarne's mysterious technology has something to do with the term "DarkStryder," and that he has a highly modified Corellian Corvette hidden in the Sorbiss Valley that they could use to go after Sarne. In the process of the conversation, Page grows a bit suspicious of how Jessa knows so much, but with all of Sarne's records, even navigation charts, wiped clean in the evacuation, he cannot confirm his suspicions. As Jessa and Page leave the building, Page is approached by Loh'khar the Finder, while Jessa is approached by Gorak Khzam, a Rodian who expresses wonder at how someone of her Imperial importance would be siding with the New Republic. She shrugs it off, making sure not to let anything on to Page, and leaves with Page. They head for where the ship, the* Renegade *(rechristened the* FarStar*), is being prepped to go after Sarne. Various people have joined the crew, including Doctor Akanseh, a Mon Calamari doctor who was imprisoned by Sarne, and various others. Page tells Ciro and Adrimetrum that they will be heading up the mission to find Sarne, with Ciro as CO and Adrimetrum as XO. Jessa Dajus will be aboard, as will Gorak Khzam, who will be working security, and other locals. Their last addition before liftoff is Loh'khar and his little Turazza helpers, who arrive with fifty brand new turbolaser power capacitors. The crew is complete. Let the DarkStryder campaign begin . . .*

(***The DarkStryder Campaign: The Saga Begins***)

- *Lt. Page gives Captain Keleman Ciro of the* FarStar *a copy of the official* FarStar *mission profile. In it, the mission objectives are listed as: find Sarne; determine where DarkStryder technology comes from; recon and report on Imperial forces in Kathol sector and unknown space beyond the Kathol Rift; recon and report on Kathol sector; recon and report on worlds in unknown space and represent New Republic interests to any settlements and civilizations. (Exact date of correspondence: 43:4:5, i.e. 5 Telona 4 ABY).*

(conjecture based on *Star Wars: The Roleplaying* Game—"The DarkStryder Campaign")

- *Hearing of the* FarStar *mission, Darryn Thyte demands to be taken on as part of the crew. He is made bridge operations officer aboard the* FarStar*.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *Hearing of the* FarStar *mission, Borsk Fey'lya sends his informant, Brandis Turgah, to join the* FarStar *crew.*

(conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")

- *A provisional government is set up on Kal'Shebbol under Governor Monjai.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *Kyli Ned'Ix, having been refused a part on the* FarStar *mission, fixes up an old Ghtroc freighter, which he dubs the* Fxz'Et*, and takes off in pursuit of the* FarStar*, shadowing the mission as an uninvited guest helper.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign")
- *On Aaris III, Imperial Science Team MS-133 confirms that the pictographs in the ruins correspond to a dating system. (Exact date of journal entry: 43:4:5, i.e. 5 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *With Moff Kentor Sarne's removal from power on Kal'Shebbol, he begins to abandon various other worlds to escape with a loyal contingent of Imperials. One of the abandoned worlds, Pembric II, dissolves its original Imperial leadership as the world comes under the control of Crev Bombassa and the Bombassa Cartel. To keep from being approached or interfered with by the New Republic, Bombassa sets up a puppet government, seemingly pro-Imperial, to rule at his whim.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Crisis")
- *Pash Cracken leads a raid on Xyquine.*
  (conjecture based on *The Last Command*)
- *On Aaris III, Imperial Science Team MS-133 discovers an artifact made of an unknown metal in the local ruins. (Exact date of journal entry: 43:4:6, i.e. 6 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *When the Kolatil Council rises up and imprisons the Imperial governor of Kolatil, the Empire retaliates by sending TIE bombers to attack the capital of Kolatil, Domaz. The Kolatil distress call is picked up by Captain Keleman Ciro aboard the* FarStar*, who orders their shakedown cruise cancelled, sending the* FarStar *to the rescue. Upon arrival, the ship is met by TIEs loyal to the Kolatil Council. Two shuttles take various crew members down to the surface, where they learn more about the situation on the planet. The Kolatil Council asks for a private meeting with Ciro as a morale booster for the populace. Ciro agrees and heads out from the* FarStar *aboard a shuttle, but he comes under attack by Imperial TIEs. In the ensuing space battle, Ciro is captured and taken away by the Imperials, while his XO, Kaiya Adrimetrum is forced to focus less on saving her captain than on stopping a new wave of TIE bombers carrying poison gas bombs. In the battle, Noell Ciro, Keleman Ciro's brother, is killed during a kamikaze run on one of the bombers. Kolatil is saved, but the* FarStar *has lost both Ciros, though they hope to someday find Keleman again. In return for their help, the* FarStar *crew is given coordinates for Gandle Ott to move on to find Moff Sarne. In the wake of the battle, Kaiya Adrimetrum becomes captain of the* FarStar*, while Security Chief Gorak Khzam is moved up to first officer (and security officer).*
  (***The DarkStryder Campaign: Omens***)
- *On Aaris III, Imperial Science Team MS-133 loses its shuttle pilot and several troopers to unknown attackers. (Exact date of journal entry: 43:4:7, i.e. 7 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")

- *On Aaris III, Imperial Science Team MS-133 continues to suffer losses. Grigor Tansad is reported missing by Jelok, Doctor Theda is wounded, and troopers are dying at an alarming rate. Jelok wishes to return to keep excavating the Place of Kastays, but Doctor Lancer Brunou will not allow it. (Exact date of journal entry: 43:4:8, i.e. 8 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *On Aaris III, Lancer Brunou, Solla Deremot, and the remaining members of the Imperial Science Team dispatched by Moff Kentor Sarne goes to ground in a cave to protect themselves from attack. They set the receiver in orbit to begin sending a distress call, against Moff Sarne's orders of secrecy. (Exact date of journal entry: 43:4:9, i.e. 9 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *On Aaris III, Lancer Brunou, Solla Deremot, and Doctor Theda become the only survivors of mysterious attacks. They await rescue. (Exact date of journal entry: 43:4:11, i.e. 11 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Artifact on Aaris")
- *KatholNet reports that Moff Kentor Sarne has arrived over Gandle Ott to gather loyal troops for his mission to destroy the Rebellion (actually his retreat). (Exact date of report via KatholNet: 43:4:11, i.e. 11 Telona 4 ABY).*
  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: Death is Remotely Possible")
- *The* FarStar *receives a relayed distress call from Imperial Science Team MS-133 on Aaris III. The signal says that they are down to six personnel and being picked off by unknown forces. Lieutenant Jessa Dajus recognizes the mission and provides what little information she has as the ship heads to the rescue. Upon arrival, the ship finds that the distress call is being relayed by an orbital transmitter and that, according to an updated message, only Dr. Lancer Brunou, Solla Deremot, and a wounded Dr. Theda are alive. A team is sent down to find the scientists. After a bit of negotiating to prove they are friendly, the team enters a cave and is met by Brunou, Solla, and Theda. They exchange information and then head back to the* FarStar*. (Brunou takes a small metal ingot with him which was found at the Place of Kastays.) A short while later, the* FarStar *crew decides to investigate the ruins and sends another team to the surface. Among other things, the team discovers the Place of Kastays, with its singing pictographs on the wall. In a recessed area, they discover the dead body of Grigor Tansad--whom team member Jelok had original said was missing—bludgeoned to death. A short time later, the metal ingot, the "Plaque of Victory" begins to effect the* FarStar *crew. They grow paranoid of each other and their surroundings, sometimes violently so. The crew barely realizes the cause in time and ejects the artifact from the ship. It seems it was an alien artifact that had an almost Force-like drive to cause the obliteration of all life around it, through self-destruction. Saved from the object, the crew take Brunou and Deremot on as members of the ship's science staff, now that, with Sarne gone, they appear to be out of a job.*
  (***The DarkStryder Campaign: Artifact of Aaris***)
- *The* FarStar *heads after Moff Kentor Sarne, making their way to Gandle Ott. Sarne has recently come to the world after picking up more forces to add to his retreat. He has also, unbeknownst to the* FarStar *crew, programmed the world's central computer, Cuthbert (CUTH-BRT-92-X3), to destroy or turn away the New Republic team by any means necessary. The team arrives as Sarne has already fled the system. They make their way to the surface, looking to try to bring Gandle Ott to the New Republic and to find astrogation charts to guide them beyond Gandle Ott. A diplomatic team meats with various government officials*

(Vice-Governor Marja Lang, General Herron Dade, etc.) during their mission, as Cuthbert's attempts to stop them carry on, including drugging their drinks, sabotaging the FarStar*, and even sending an assassin droid after the New Republic team. Luckily, the team avoids these dangers, but it seems the New Republic might need to send a real negotiator or diplomat to bring the world into the fold. In the meantime, the authorities will begin looking into fixing Cuthbert. On the bright side, though, the crew manages to get their hands on at least partial navigation charts for areas beyond Gandle Ott. The chase continues . . .*

(***The DarkStryder Campaign: Death is Remotely Possible***)

- *Still chasing Moff Kentor Sarne, the* FarStar *arrives at Shintel. They are hot on the heels of Sarne, but too late to catch him. He has already arrived, resupplied, taken loyal officers aboard, and stranded less loyal soldiers on the world after disabling all hyperdrive-equipped vehicles on Shintel. The Imperials on the planet have already begun to separate into three factions. The first, led by Major Danthe, is loyal to Sarne, not believing he has truly abandoned them. The second, led by the planet's ranking Imperial, Colonel Heget, is still loyal to the Empire, but not Sarne, as they realize that Sarne has essentially gone rogue. A third group consists of only five members. Led by Lieutenant Palme, they are officers sent by Sarne himself to infiltrate both of the factions and to make sure that when the* FarStar *arrives, they receive a copy of Sarne's backup navigational charts, which are legitimate, but also will trigger several built-in booby traps aboard the* FarStar *when loaded into the ship's computers. After making their way through an ion mine field above the planet, the crew makes planetfall and, led by Kaiya Adrimetrum, meets with Heget. They strike a bargain to help Heget and an aide get back to Imperial space (in a shuttle, in order to tell the Empire of Sarne's betrayal) in return for the location of Sarne's probable next stop,* Tanquilla Beach*, a shadowport. Kaiya is also approached by Palme, who gives her a datacard with the sabotaged chart. After a short bit of resupplying, they take off for* Tanquilla Beach*, but upon loading the charts and activating the hyperdrive, the hyperdrive destroys itself, just as the* Steel Fist*, piloted by pirates, arrives under suggestion from Sarne to make short work of the* FarStar*. The* FarStar *manages to fight off the* Steel Fist *and returns to the surface. They jury-rig the hyperdrive to make it at least to* Tanquilla Beach *for further repairs. Upon arrival at* Tanquilla Beach*, they search for assistance. Spang, the local starship systems specialist, is too busy to see them, but his daughter, Fia, agrees to help, which results in the* FarStar *having an even better hyperdrive than before. She also discovers traces of the computer trapdoors that were activated by Sarne's charts, and Spang suggests that they go to Pembric II to see a man named Drake about fully removing them from the ship's systems. As the ship is finishing repairs, a Carrack cruiser sent by Sarne attacks* Tanquilla Beach*, but it is no match for the shadowport's weapons combined with the New Republic's* FarStar *complement. Finally, the ship is ready, and, knowing there may be even more booby traps left in the system, they set out for Pembric II.*

(***The DarkStryder Campaign: Shintel Downtime***)

- *Having discovered several more probably booby traps aboard the* FarStar*, Captain Kaiya Adrimetrum takes the advice of Loh'khar the Finder and their previous contacts, Spang and Fia, and takes the ship to Pembric II. Upon arrival, they are met by representatives of the local puppet pro-Imperial government, which is really acting under the control of the Bombassa Cartel, a crime syndicate headed by Crev Bombassa. A small group heads for the surface, pretending to be general scum, while the* FarStar *hides (well, tries to hide at least) in an asteroid belt. The agents arrive on the surface and first encounter Kebbo, Pembric Security Legion Chief Magistrate, and have to go through the general bribery and extortion routine everyone does on Pembric II. They are attacked by several pro-Imperial Legionnaires (proving their cover is blown), but continue to meet with*

Breslin Drake (whom Spang had recommended to know who can remove the traps in the FarStar *computer) at his bar, the ThrusterBurn Tapcafe. He tells them that the people he would have put them into contact with, the Keiffler brothers, have gone to Kal'Shebbol and are presumed dead. One of their apprentices, however, a man named Gaelin, has returned to Pembric II and is being held by the Bombassa's at a lab. As they finish discussing Gaelin, Kebbo arrives and ushers them back to see Crev Bombassa, the crime boss, who wants assurances that the* FarStar *is not a precursor to a full-fledged New Republic invasion force. He then makes it known that they should leave Pembric II immediately. When the team doesn't head immediately to their shuttle, they must evade local law enforcement before prepping to strike at the lab that night. Knowing that his presumed New Republic ties now mean he cannot return to his business, Drake leads the team in striking at the lab, hoping that once they have rescued Gaelin, he and some of his employees can go with the* FarStar*. The assault goes off with very little hitches, but once they are inside and have taken Gaelin into custody, several other prisoners ask for asylum aboard the* FarStar *as well. Unable to leave them there to rot, the entire group—*FarStar *crew, refugees, Gaelin, Drake, and Drake's employees—get aboard the* FarStar*'s shuttle and escape back to the ship, which then in turn makes a hasty escape from Pembric II with its new passengers.*

(***The DarkStryder Campaign: Crisis***)

- *As the* FarStar *heads away from Pembric II, it is obvious that they need to stop somewhere to both restock and drop off as many passengers as wish to leave the pursuit of Moff Kentor Sarne as need be. They set course for Galtea to do just that. Aboard the vessel, Breslin Drake, former ThrusterBurn Tapcafe owner, begins to reveal his past. He was once a major in Alliance Intelligence, setting up gathering and collation centers called an Archive system. While doing so, he discovered a traitor within the operation known only by the Imperial codename Wraith. When the New Republic refused to pursue the Wraith for the damaged he'd caused, Drake left the New Republic to go in pursuit of this man whom he had never even seen. He discovered that the Wraith had begun to work as a political assassin and tracked him for two years, including to the world of Sebiris, where he learned that the Wraith went by the alias Klendost Petrivoor, but had already left. Finally, the Wraith disappeared and Drake stopped over on Pembric II, where he was duped by Crev Bombassa's cartel into staying. Unbeknownst to Drake, the Wraith was always under his nose on Pembric II. The Wraith is, in actuality, a man named Drenn, who was acting as one of Drake's bouncers. Neither man knew who the other was, so there was never any conflict. Now, Drenn has come aboard the* FarStar *with Drake and plans to make it to Sarne's fleet somehow. When the* FarStar *reaches Galtea and various crewmen go on leave for a bit, Drenn programs a K-4 droid on the bridge to poison Captain Kaiya Adrimetrum. Drenn also sends several signals to bring Sarne's Imperials to capture the ship. A short while into the leave, three cruisers from Sarne's fleet arrive to attack the* FarStar*. The ship has to lift off without recovering all of the crewmen who left, and battles the vessels with a near skeleton crew. When a sabotaged (by Drenn) power conduit goes haywire, the resulting explosion over Adrimetrum's head seemingly knocks her out. Khzam takes over as acting captain. They jump the* FarStar *out of harm's way and begin to investigate both the attack and Adrimetrum's condition, which Dr. Akanseh says is curious, as she is not regaining consciousness as she should be. Kl'aal discovers that the K-4 was on the bridge at the time and accesses its memory. This reveals the assassination programming and the fact that when the explosion took place over the captain's head, the droid shot her with a dart full of a neurotransmission inhibitor. Drake recognizes this substance as that which the Wraith used to use on his victims. He tells Khzam that the poison originates on Sebiris, and that the*

Sebiri may be helpful in finding a cure. They arrive and immediately speak with the Sebiri elders. The Sebiri tell them that an antidote can be made from herbs growing around one of their sacred temple ruins. They head for the temple, and at one point, a Sebiri remarks to Drenn, "You come back, Petrivoor, yes?" Drake recognizes the name, just as Drenn realizes he has been discovered. A firefight ensues between Drenn and Drake as Drenn escapes. The others manage to cool things down with the Sebiri and are given access to the herbs. Back aboard the FarStar*, Adrimetrum is healed, the crew is recovered from Galtea, Drake knows that someday they will encounter Drenn again, and the* FarStar*, fully restocked, finally sets course for the unknown regions of the Kathol Outback . . .*

(***The DarkStryder Campaign: A Traitor in Our Midst***)

- *Admiral Rogriss and the former allies of Isard and Zsinj move in to take over Zsinj's old territory. Admiral Ackbar also brings in the New Republic fleet. Then both the Imperials and New Republic come face to face with High Admiral Teradoc's forces. The three-way battle ends with significant losses on all sides, but the New Republic retains control of most of the territory. (In the struggle, the* Crynyd *is destroyed, and the* Rebel Dream*, without Leia Organa Solo aboard, is recaptured by the Imperials.)*

  (conjecture based on *The Essential Chronology*)
- *When the Imperials on Garos IV discover one of the resistance's weapon-hiding places, the resistance must move its valuable, and lethal, Plex missile launcher. With the help of fellow resistance fighter, Imperial Lt. Dair Haslip, Alex Winger prepares to retrieve the weapon. Dair and Alex have been pretending to be courting, so her presence with him at night when they check for security responses is seen as simply lovesick foolishness. (Dair actually does like her, but she wants it strictly platonic.) The Plex is recovered without incident. Through Dair's position, the resistance learns that valuable sensor equipment is to be shipped to the hibridium mine very soon. The resistance fighters attack the shipment, destroying much of it, and keeping the mine unprotected by the sensors for a bit longer. As they prepare to leave the scene of their ambush, Alex experiences her recurring vision of falling from a snowy mountain and having her rope be caught by a blonde-haired, blue-eyed man, who tells her to take his hand, so she can get back up to where she fell from. His voice comes to her, saying "The Force will be with you."**

  (***Whispers in the Dark***)**

***NOTE: This story mentions the movement of the New Republic toward Coruscant as something currently taking place, but this is simply an error based on when this story was written in relation to when the *X-wing* novels were written.**

- *Moff Kentor Sarne contacts Captain Rolf Treidum of the* Lialic II*, a Corellian Corvette in Sarne's forces, and orders him to remain in the Kathol Outback to slow the* FarStar*'s progress. He is ordered to run the* Lialic II *under the name* Lance of Endor *and to use it to sow anti-New Republic sentiment in the area. He is allowed to slow or mislead the* FarStar*, but* not *to destroy it. (Exact date of communiqué: 43:6:2, i.e. 2 Helona 4 ABY).*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Outback")
- *As tensions continue aboard the* FarStar*, Lt. Ranna Gorjaye, Lt. Jessa Dajus, Lofryyhn, and Darryn Thyte argue the merits of Captain Kaiya Adrimetrum and the* FarStar *mission. Their argument is cut off when a scheduled (but withheld from Gorjaye) starfighter drill commences.*

  (***The DarkStryder Campaign: The Kathol Outback*—"Introduction"**)
- *With the Kathol Outback looming ahead, the crew of the* FarStar *takes a quick stop by the planet Binaros to gather local plants and such for supplies, sending an away team including xenobiologist Varel DeVay down to the surface to search for usable flora and fauna. As most of the team gathers samples, Kl'aal goes hunting. The former segment of the team discovers a series of strange plants and what*

appears to be an Imperial research area. The abandoned area includes a large area where all plant and animal life is gone, almost as if it had been burned away somehow. On his hunt, Kl'aal charges through some plants, becoming infected with strange spores without his knowledge, and then faces off with a sabercat before realizing that he has discovered some ancient ruins, which date back to the cult that formed a society on the world three centuries earlier. The team reunites to search the ruins. Inside, they find a secret entrance to an Imperial research center underground, also abandoned. Inside, they find various testing stations and a MSE droid, MSE-X-PR6, who has a programming glitch which causes him to steal things. When the crew finally corners the droid, it wants to leave with them, and gives them a small trinket in return. Upon tinkering with the trinket, the device—actually a piece of DarkStryder technology—sends out a surge of energy which gives the user immense strength by absorbing all of the life energy around him, which explains the destroyed foliage outside. The item then goes dead, as all DarkStryder technology does on its use. The team returns to the FarStar*, where Kl'aal's infection of spores spreads out from him and into the hydroponics bay. It grows to become a large semi-sentient mother plant and a truckload of small, semi-sentient, mobile plants, which start to eat into stored rations, water supplies, etc. before finally getting too big for their resources and killing a crewman to drink his blood for nourishment. The crew discovers what is happening and fights it off with an agent created by DeVay. As the battle with the plants concludes with our heroes victorious, a patrol group from Sarne's fleet arrives to attack the* FarStar*, but the crew is able, with minimal losses, to drive them off and continue deeper into the Kathol Outback.*

(***The DarkStryder Campaign: The Kathol Outback*—"Plant Food"**)

- *While venturing in the Kathol Outback, the* FarStar *intercepts a transmission from Moff Kentor Sarne to Captain Rolf Treidum, including the name of the planet Episol, part of the Kathol Republic. Figuring this is too good a lead to pass up, Captain Kaiya Adrimetrum orders the ship to Episol. The arrive in the aftermath of an Imperial attack. Treidum, in compliance with Sarne's plans to discredit the* FarStar *and New Republic, has just attacked the world in the name of the New Republic, in retaliation for the world not giving in to tyrannical demands Treidum was making from his Corvette, the* Lialic II*, which is going under the New Republic name* Lance of Endor*. The* FarStar *saves a ship called the* Bravado III*, but when thanked, Adrimetrum answers that they are from the New Republic. The arriving Kathol Republic rescue ships (also Corvettes) order them to stand down and come in for questioning and trial, believing the* FarStar *is the* Lance of Endor*. They are escorted to the moon Kayark for trial in front of the Kathol Republic's ruling body. The government has already determined that the* FarStar *is not the* Lance of Endor*, but by Kathol Republic law, the* FarStar*'s crew is liable for the actions of their "fellow New Republic vessel." As the debate continues, the* FarStar *crew plays the intercepted transmission to prove that the Imperial Sarne is in league with the* Lance of Endor*, which means the ship isn't from the New Republic. During the debate, Senator Sal Olbeg attempts to call to attention an earlier debate about droid gladiator combat on Pintann, but Pintann Senator Sho'ban Do drowns him out and keeps the argument away from the ears of the Senate. The end result of the day is that the* FarStar *crew is absolved, but the government, led by Chandra Hobat's coalition, is still not pro-New Republic, only apathetic. The* FarStar *remains impounded as well. Seeking to find a way to gain support, the* FarStar *command team interviews Olbeg and learns of Do's world's droid combat. Olbeg believes that the droids are actually being upgraded to hide the creation of a droid army with which Pitann, under Do's leadership, will invade Dayark and make himself tyrant of a "Kathol Tyranny." The team realizes that foiling this plot could be just what they need to create permanent peaceful relations between the New Republic and the Kathol Republic. They are told that*

Uta T'cha is a woman on Pitann who is rumored to be doing the head programming. A team takes a shuttle to Pitann to confront Uta. Uta is a member of Khzam's former slaving ring, but luckily Khzam is not with the team at the moment. For the right price, Uta reveals that the actual plan is to create a way of remote controlling Dayark's resident droids into staging a droid coup to give Do power. She turns over a recording which will politically destroy Do, but asks to be taken with the FarStar *in return. Upon return to Dayark, the recording is played, Do loses most of his power, and Hobat's coalition begins working toward peaceful relations with the New Republic. Aboard the* FarStar*, Uta encounters Khzam, but says nothing to discredit or blackmail him . . . yet.*

(***The DarkStryder Campaign: The Kathol Outback*—"Little Empires"**)

- *As the* FarStar *continues through the Kathol Outback toward the Kathol Rift, they discover an Imperial vessel wrapped in some kind of strange energy tendrils. The possibility that this could be DarkStryder technology at work is too much to ignore. The* FarStar *intercepts the ship and a team is sent aboard. Aboard the ship, the team finds several Imperials acting as if they are out of their minds. While trying to escape back to Brophar Tofarain's* Muvon*, which they used to board, the team is nearly trapped by a power surge in the airlock controls. After fixing it, they escape with the Imperials before the Imperial ship explodes. Aboard the* FarStar*, the medical staff discovers that the Imperials have been infected with some kind of biochemical agent. As Adrimetrum prepares to set course for the nearest inhabited area, the Uukaablis system, Uta T'Cha finally makes her move and reveals First Officer Khzam's past as a slaver to the crew. Several of the crew start calling for him to be killed in retaliation for his past crimes. To keep the situation under control, Khzam is removed from active duty and confined to quarters with no guard, as it is figured that he won't try to escape with so many on the ship wanting to kill him or otherwise harm him. Upon arriving on the fourth planet of the Uukaabis system, an away team led by Adrimetrum and including Loh'khar, Nizzal (one of his three Turazza sister helpers, and others. Speaking with the Uukaablian leaders, the team learns that the disease has no cure, but there are stop-gap measures that they can use which deals with devices known as paravaccs. The infection, the leaders believe, is a weapon of the Qektoth Confederation, a group of aliens and humans who have forsaken mechanical technology for biotechnology in the area. The* FarStar *team is given the location of Drigor Tarrens, a former Confederation member, who might be able to help. As they prepare to go see Tarrens, the* FarStar *calls down that an X-wing has been stolen. They chase down the X-wing, which has landed on the surface, and catch Nizzal, piloting a swoop, in the act of handing over paravacc canisters to the X-wing's pilot. (Nizzal had slipped away earlier and stolen three dozen paravacc canisters.) The X-wing lifts off and both it and Nizzal's swoop charge toward where the* Muvon *is awaiting the team's return. When the team reaches the ship, they watch as the X-wing pilot, Khzam steps forward from the hatch. He announces that he is through travelling with the* FarStar *and he and Nizzal are off to bigger and better things. They had just been waiting for something valuable to help start them off in another place. The paravacc canisters will do nicely. He also suggests that they look into the true past of* Colonel *(not Lieutenant, as she'd said) Jessa Dajus. He tosses a thermal detonator at the team, which escapes harm, while he and Nizzal steal the* Muvon *and escape into the Outback. The team and* FarStar *crew are in shock over the incident, but continue their mission to visit Tarrens. When they ask him about the Qektoth Confederation, he refuses to get involved. When the team mentions the biochemical infection, he points them to an old Confederation space station, where such weapons were being developed. He suggests that information aboard the station might, with the Uukaablians' medical technology, help to find a cure for the biochemical agent. The* FarStar *races to the station, as the crew begins to*

suffer the dementia effects of the agent. A team boards the station and discovers several injured crewmen, including Fasha Dansun. She tells of being trapped there by the Confederation, just as a biotech Confederation ship, the Scourge*, arrives and attacks the* FarStar*, intending to trap the away team aboard the station to be part of the final test of the same weapon that attacked the Imperial vessel the* FarStar *had discovered. The away team races to the exit from the station and their shuttle as a biotech weapon begins to effect the station, wrapping it in energy tendrils. The team, complete with survivors and computer files, gets to the shuttle but are out of luck until Tarrens arrives in a Light Interceptor to lead them to safety, just as the entire station explodes. The* FarStar *recovers the shuttle and jump back to the Uukaablian homeworld, where the downloaded data files are used to create a cure for the infection. The crew of the* FarStar *is cured, and the crew is hailed by the Uukaablian leadership as heroes. The day has been saved, and the* FarStar *now has at least two new crewmembers, Fasha and Tarrens.*

(***The DarkStryder Campaign: The Kathol Outback*—"Wildfire"**)

- *Scoryn is made acting first officer of the* FarStar*.*

  (conjecture based on *Star Wars: The Roleplaying Game*--"The DarkStryder Campaign: The Kathol Rift")

- *As the* FarStar *nears the Kathol Rift, the New Republic vessel comes upon a gaseous nebula, which its sensors cannot penetrate. Determining that Moff Kentor Sarne may be hiding out inside, Captain Kaiya Adrimetrum sends a probe droid into the anomaly. It returns for a moment with images of a world hidden in the gasses, but then returns for more information and vanishes. Adrimetrum orders Lt. Ranna "Wing-Ripper" Gorjaye to lead an X-wing team into the cloud to examine the planet. The planet is known as Exocron, and the X-wings are met by a majestic aircraft known as the* Maxion*. They are told to land on the vessel and meet with the Captain of the vessel, Horzao Darr. Darr explains that their probe droid has been taken aboard another aircraft and is being taken to Caballa City, which is their destination as well. The technology is of a sort unseen (well, banned) on Exocron, and they must consult the government about it. A messengers returns to the* FarStar *to convey an invitation for the* FarStar *to rendezvous with the gigantic* Maxion *to transport Adrimetrum and others to Caballa City as well. En route to Caballa City, Adrimetrum speaks with Darr and learns that any mention or attempts at travel from Exocron is strictly prohibited. It seems that during the time of the Old Republic, Deamos Na-Coth had sent out vessels known as the Cabal on a mission to find an ancient world known as Exo. After an unsuccessful journey, the* Exocros Cabal *discovered the planet and set down. The crew settled there, calling the world Exocron. The colony divided into two factions, those wanting to continue looking for Exo and those content to stay. To quell further arguments, the society's engineers destroyed all hyperdrive technology, effectively stranding everyone on Exocron within the cloud. The engineers grew to be the ruling cast known as the Devisors. Technological information has been retained and even advanced upon by the Devisors, but the society only receives that technology which will not disrupt the isolationist status quo. En route to Caballa City, they get word that an opposing faction on the world, the Western Corsairs, are attacking a ship called the* Desaclates*. Darr's fighters and the X-wings save the ship's personnel, even though the ship is heavily damaged. Unfortunately, this was the vessel bearing the probe droid, which is irrevocably lost. Later, after meeting with the ruling body in Caballa City, Master Devisor Pagda Gevtes declares that knowledge of Exocron's existence outside the cloud would threaten the world. Thus, the* FarStar *and her crew must remain on Exocron for the rest of their lives. The X-wings are impounded, and the* FarStar*, in orbit, is locked onto by a powerful tractor beam. As Adrimetrum is carted off into custody, Council guards encircle the rest of the New Republic*

team, but Darr has his own men surround the guards and release the prisoners. Darr knows that the Devisors have technology they are keeping from the populace to enhance their own power. He wishes to strike against them, politically. The team goes with Darr to the home of Eida Sharden, an entrepreneur (and Western Corsair), who agrees to help them free Adrimetrum and the FarStar*, hoping to bring disgrace to the Devisors and to force the revelation that the Devisors are withholding technology. The two-pronged mission commences. One team infiltrates the tower where Adrimetrum is being held, saves her, and begins making a hasty escape. In the skies, the team that has just recaptured the X-wings takes to fighter battle with enemy aircraft. The X-wings manage to knock out the tractor beam generator, freeing the* FarStar*. In the tower, Gevtes takes out a supposedly non-existent early personal walker to attack the retreating team. Luckily, the team uses a captured flash pistol to blind Gevtes and send his walker tumbling down a large staircase. With the battle won, Sharden has enough evidence to convince the populace of the Devisors' withholding of technology, and Adrimetrum agrees to help provide modern technology to Exocron, cementing the first step in an alliance between the New Republic and Exocron.*

(***The DarkStryder Campaign: The Kathol Outback*—"The Masters of Exocron"**)

- *Finally at the very edge of the Kathol Rift, the* FarStar *stops at the planet Danoor to find a navigator who can safely guide them through the Rift's turbulent expanse. Just as they arrive, an Aing-Tii Sanhedrim ship nearly collides with them before going on its way. They are soon contacted by Danoor System Control, who transfers them to Minister Waric Nane, who believes the* FarStar *to be the* Lance of Endor*, which had attacked the world recently, just as it had attacked Episol. Captain Kaiya Adrimetrum manages to convince Nane of their true identity and they are allowed to dispatch a team to the surface. They meet with the ruling body, which agrees to provide them with a navigator if they help retrieve a lost mining drone that went down in an asteroid belt. A team is sent to the asteroid belt to recover the drone. The team encounters a group of Tuhgri who have been stranded in the asteroid belt. They had hoped to repair the drone to escape from certain death on the asteroid, but now that the team has arrived, they agree to help fix the drone in return for passage to safety. Upon arrival back on Danoor, the team is shocked to be met by an angry group of ministers who accuse them of having all of their navigators killed. Minister Mooren suggest that they should go speak with Makezh, a man who once navigated the Kathol Rift in the company of Aing-Tii monks and can help them. Nane, however, will not guarantee their safety in the streets. As the ministers leave, Mooren makes sure the team discovers a datapad upon which he has laid out the situation on Danoor. It seems that when the* Lance of Endor *attacked under the name of the New Republic, Captain Treidum had revealed his true affiliation with the Empire to Nane, offering to bring Danoor into the Empire. Nane, who has been preparing his own takeover of Danoor, said he would consider it. Nane has now used a device given to him by Treidum to contact the* Lance of Endor *and one other Imperial vessel to come and take the* FarStar*. Mooren fears this will be the excuse Nane needs to take over Danoor and wants to help the team. His only hope is that when they finally leave, they send a signal to the Danoor resistance's only offworld ally to help ward off the Imperials. The team seeks out Makezh, which is a task fraught with attacks from assassin droids and soldiers loyal to Nane (during one assault they're even saved by the bounty hunter Mist, who is loyal to* Sarne*), but finally find the navigator and escape into an old irrigation system. In the system, they are attacked by a ghest, but finally exit near where the* FarStar*'s transport is being held. The team steals back the shuttle and returns to the* FarStar*, where they are met with surprise. Nane had been stalling the* FarStar *by saying the team had*

been captured by illegal resistance fighters. Just as the FarStar *makes to head into the Kathol Rift, the* Lance of Endor *emerges from hyperspace to attack. Lt. Ranna Gorjaye's X-wings take off to fight off TIE fighters, aided by resistance Z-95 variants. Suddenly, the second Imperial vessel, a Star Destroyer, emerges and attacks. It fires a special devastator torpedo toward the* FarStar*, actually aimed at Danoor. The* FarStar *dodges the torpedo, but it manages to hit the surface of Danoor, obliterating everything within ten kilometers of the impact. When all seems about to be lost, the* FarStar*, signaling the resistance's allies, is joined by an Aing-Tii Sanhedrim vessel, which makes short work of the* Lance of Endor*, as the* FarStar*'s starfighters cause a backfire in the Star Destroyer's devastator torpedo launcher, destroying that craft. The battle is won, but the devastation below on Danoor precludes any possible alliance between Danoor and the New Republic. With the Kathol Outback at their backs, the* FarStar *enters the Kathol Rift, guided by Makezh in the next leg of their pursuit of Moff Kentor Sarne . . .*

(***The DarkStryder Campaign: The Kathol Outback*—"Galaxy's Edge"**)

- *Aboard the Imperial Star Destroyer* Bastion*, Captain Brannij reports the failure of the* Lance of Endor *(i.e.* Lialic II*) to Moff Kentor Sarne. When Brannij asks a question of strategy, Sarne reveals that he intends to use the* FarStar *as bait. He knows from a pirated copy of the* FarStar*'s original orders from Lt. Page that they are to find and engage Sarne, but only after calling for further New Republic reinforcements. He therefore is slowly dropping hints and such to draw them to precisely when and where* he *wants the final battle to take place. The plan is proceeding as he has engineered it . . .*

(***The DarkStryder Campaign: The Kathol Rift*—"Introduction"**)

- *The* FarStar*, guided by Makezh, has entered the Kathol Rift. The effects on the crewmembers is noticeable, and growing more by the day. The Rift is tending to cause mild to severe hallucinations, paranoia, and odd dreams, especially in Force-sensitizes like Jessa Dajus. Nevertheless, they trudge onward toward Moff Kentor Sarne's forces. A short while into the journey through the Rift, R-97, a droid doing inventory, discovers that the ship's food is being spoiled at an alarming rate. A strain of bacteria, mutated by the Rift's energies, has infected the food, ruining it. By the fourth day of the situation, the bacteria has been crushed by the crew's immune systems, but all of the food is spoiled, save field rations. Needing food desperately, they stop at the planet Q'Maere, where they are welcomed to the Q'Maere Research Facility's Doctor Langstyn Kraay. Kraay has a cure for the annoying bacteria (called Variant), which is called Variant Alpha. After a small tour, though, the away team is captured by Kraay and his forces. The Research Facility is, in actuality, a former Imperial psychiatric facility, created by Moff Sarne for the purpose of having his physicians attempt to find new ways to break prisoners. (The original scientists aboard left years ago after doing some biological research to form the Qektoth Confederation.) The team is tossed into a prison-like ward, where Cobb Unser discovers his long-lost sister, Corla. They also meet New Republic Lieutenant Lowen Chase, who was captured two years earlier by Moff Sarne. Chase was a subject of numerous "breaking" experiments, but* seems *to be alright. Upon seeing the team's* FarStar *insignia, Chase leads them to another prisoner—Captain Keleman Ciro, the original captain of the* FarStar *mission, captured some time ago. Ciro is a broken man, babbling and barely coherent. There is nothing they can do for him but take him with them if they can escape. And escape they shall! With Chase's help, the team and other inmates stage a prison riot. They escape into the facility proper, but find that Kraay has just deleted all files on Variant Alpha, taking the only sample with him as he holds it hostage and leaves in a shuttle. He encounters the* FarStar *in orbit, but destroys himself, and the cure, before he can be captured. Luckily, among those freed and thankful below is Dr. Vin Emil, the botanist who actually developed the cure. He will work with the* FarStar *crew to create a new*

Variant Alpha. Corla comes aboard, while at the same time, Doctor Akanseh leaves the FarStar *to help treat the abused prisoners on Q'Maere. As an added bonus for the* FarStar*, a battered YT-1300 freighter from the facility is taken as part of the* FarStar *mission. There is a lot of work to be done, but Loh'khar works with Loffryyn and Brophar Tofarain to revamp the ship, renamed the* Muvon II*, after the ship Khzam stole when he and Nizzal deserted. Little do the other crewmen know that Loh'khar was always in league with Khzam, waiting for a time to escape and make a profit. He intents to use the* Muvon II *when the time is right to abandon the mission.*

(***The DarkStryder Campaign: The Kathol Rift*—"Harm's Way"**)

- *Just a short time after the* FarStar *rescued the prisoners (including Keleman Ciro) from Q'Maere, the crew and its new recruits are becoming divided. Many of the former prisoners believe Lowen Chase should be made captain of the mission, or at least First Officer. Chase, unbeknownst to the crew, is not nearly as well as they thought when he was rescued. The Imperial procedures he underwent on Q'Maere caused a schizoid personality, which is now causing extreme paranoia about the mission's future, egged on by the psychological effects of the Kathol Rift. When Captain Kaiya Adrimetrum officially promotes Scoryn to First Officer and Chase to merely Flight Operations Officer, the rift widens. When a lightstorm strikes the ship, Chase leads a mutiny. The forces loyal to Adrimetrum and Chase clash on all decks, with Chase taking the bridge easily, as it is their first strike (which captures the command crew). The support crew fights a battle to retake the ship, including engineering, their only way to avoid being destroyed by more lightstorms. The recapturing action is a success, but the damage is done. Chase admits himself to Sick Bay for therapy, under Adrimetrum's orders. The mutineers are placed under house arrest and given very restricted duties. Thanis Gul-Rah begins plotting to blackmail First Officer Scoryn using the death mark on her head, but she counters with the fact that she knows Gul-Rah was part of the group of Imperials who killed Adrimetrum's husband years ago, creating stalemate between the two. The major consequence, though, is that tension and distrust remain rampant on the* FarStar*. Things have just become more complicated.*

(***The DarkStryder Campaign: The Kathol Rift*—"Rogue Elements"**)

- *As the* FarStar *travels through the Kathol Rift, Makezh, the navigator, continuously feels pulled to something he must find. His Aing-Tii brainwashing leads him to take the* FarStar *to the location of the object he must find, a strange alien construct, much like a space station. The* FarStar *is gripped to the construct by tendrils, forcing a mission into the construct to free the ship. Inside, the away team faces various strange features on level one, including discovery of a piece of DarkStryder technology, the object of Makezh's pursuit, the Codex. They take it into custody, sending it back to the* FarStar*. The moment it arrives on the ship, Jessa Dajus experiences a hallucination in which she sees a planet with Imperial Star Destroyers and a binary star system. The planet is then enveloped by an arachnid creature and the vision ends, concluding with Dajus dropping into a coma. On level two of the construct, the away team faces off with a tunnel worm before discovering the most dangerous foes within the construct—Imperial soldiers led by the bounty hunter Mist. A running battle ensues, during which Mist uses a piece of DarkStryder technology, which creates a DarkStryder Fire Creature, a living embodiment of fire which fights under Mist's commands. The creature is defeated, but Mist escapes. The team deactivates the tendrils, freeing the* FarStar*. Returning to the* FarStar*, the team's shuttle is attacked by Mist before she escapes into the unknown. Spacetroopers left behind attempt to attack the* FarStar*, with little effect. The day is won . . . but Jessa Dajus remains in her coma.*

(***The DarkStryder Campaign: The Kathol Rift*—"Waystation"**)

- *The* FarStar *comes upon the planet Yvara, homeworld of the somewhat dull-minded crew member, Gunthar. Suddenly, Gunthar enters the bridge, far more coherent than he has ever been. He declares that he is home and must go to the surface. Besides, there will be plenty of food and such on the world for the* FarStar*'s supplies. An away team heads down, led by Gunthar. Gunthar is growing steadily more intelligent. It turns out that the Yvarema race is a hive mind, and Gunthar has been out of contact with that mind for so long that his mind started to recede without the other minds linked in. In actuality, the formerly dim-witten crewman is* nobility *on Yvara, but was lost in the Kathol Rift on an exploration expedition. The team goes with Gunthar to meet the nexus of the hive mind, Majjvara. Gunthar is reintroduced into the hive mind. They receive aid, supplies, and even a piece of used (i.e. dead) DarkStryder technology during their stay. Aboard the* FarStar*, warrior crew member Qesya gives birth to a child, which had been in stasis for the last year of her pregnancy. Outside, the Qektoth Confederation vessel* The Heart of Flesh *arrives and attacks the* FarStar*. The Confederation has dreamt of creating a human hive mind, and, knowing of Gunthar's presence and that the Yvarema are as close to human as any hive mind ever encountered, they have followed the* FarStar *(most likely via the probe droids left behind at various points as a communications relaying lifeline to the outside galaxy) all this way. After a fierce battle, though, the Qektoth ships are no match for the* FarStar *and her support craft. After the battle is won, Gunthar decides to remain on Yvara, and convinces the Majjvara that a warrior class should be created to protect the Yvarema. Qesya remains behind on the world to train this new class while raising her baby.*

  (***The DarkStryder Campaign: The Kathol Rift*—"Home"**)
- *Finally at the edge of the Kathol Rift, about to exit, the* FarStar *nears the planet known in their sketchy charts (recovered at various points in their journey) as Demonsgate. As the approach, they receive two intercepted transmissions. One is in the Vaathkree Trade Language, a coded message to Loh'khar from Khzam, informing him: "Have gathered the flock; will rendezvous when signaled. Be ready to duck, cover and bolt." The crew doesn't pay this message much attention, partly because they cannot translate it, but mainly because of the second transmission, which is a distress call from the Imperial Shuttle* Blade*, which is down on Demonsgate and requesting assistance for return to Moff Kentor Sarne's flagship. Knowing it could be a trap, a team is readied to be sent to the surface to capture the Imperials and learn Sarne's location. Before they can go, though, Makezh, who has been acting ever more erratic, steals the Codex and escapes by stealing an X-wing. He is pursued by the away team, who eventually finds him near his crashed vessel. As he flees on foot into a geyser field, the Imperials, led by Mist, ambush the team. Makezh gives an incoherent yell and runs out of harm's way, just as several "rocks" reveal themselves to be Aing-Tii. The Aing-Tii make short work of the attacking Imperials. Makezh gives them the Codex, which was his entire purpose in ever being released from Aing-Tii space, and the Aing-Tii are ecstatic to have the object, which they believe will let them speak to beings "beyond the veil." They leave, leaving the* FarStar *team puzzled. "Gammer" Firdaaz stays behind on Demonsgate to help maintain the "Lifeline" project, while the others return to the ship. Upon returning to the* FarStar *without information of Sarne's whereabouts, all seems at a standstill, until Jessa Dajus awakens from her coma. She recalls her vision before blacking out and looks up binary star systems in probe droid records from the "Lifeline," seeking a match with her vision. When she finds it, she knows exactly what she's seeing—the location of Moff Kentor Sarne and the base of his DarkStryder technology. Captain Kaiya Adrimetrum orders the navigator to lay in a course. It's time they paid Moff Sarne a little visit . . .*

  (***The DarkStryder Campaign: The Kathol Rift*—"Showdown"**)

- *Aboard the* Bastion*, Moff Kentor Sarne is informed of the* FarStar*'s journey away from Demonsgate. He orders the* Eradicator *to continue following the ship through the unstable eddies of the Kathol Rift. Also trailing the* FarStar *is a Bothan spy craft, which has been following the probe droid lifeline and transmissions from Brandis Turgah, aboard the* FarStar*. They witness the* Eradicator *being destroyed by the Rift, and continue their pursuit. The* FarStar *itself, finally having emerged from the Kathol Rift, approaches the planet Kathol, the world they will come to simply refer to as the DarkStryder Planet. Their journey has not been without cost, which is once again put in clear focus when former Captain Keleman Ciro finally succumbs to his injuries and torture and dies just as they exit hyperspace. Things aren't helped when the* FarStar *exits hyperspace and is hit by some kind of spatial distortion, which severely damages the vessel. With these issues on her mind, Captain Kaiya Adrimetrum calls together her senior officers to ask whether or not they truly with to continue their pursuit of Sarne and DarkStryder. Ranna Gorjaye becomes enraged that she is attempting to make the ship a democracy and criticizes Adrimetrum's command style. Angered, Adrimetrum ends the meeting. She is then notified of several asteroids in the belt around Kathol not rotating, indicating that they are ships. The "asteroids" break orbit and head for Kathol. The* FarStar *follows. On Kathol itself, Sarne and Captain Brannij of the* Bastion *have gone to the surface to speak with his benefactor, DarkStryder, a huge insectoid biocomputer with which Sarne has struck a deal. He will eventually provide DarkStryder with hyperdrive technology, if DarkStryder provides Sarne with DarkStryder technology and one last bit of information—the means to control the damaged, but nearly operational, hyperspace launch gate in orbit of Kathol. It is this latter information that DarkStryder finally provides to Sarne during their discussion, supposedly sealing the fate of the New Republic. Sarne's trap is about to be sprung . . .*
  (***The DarkStryder Campaign: The Saga Nears Its End***)
- *The* FarStar *has arrived at Moff Kentor Sarne's base of operations, the DarkStryder planet known as Kathol. The damaged* FarStar *cannot remain in orbit with the chance that Imperials will attack the vessel, so Captain Kaiya Adrimetrum orders the ship to set down on Kathol. They set down in an area of vast ruins, including a "cathedral" and "office buildings," of a sort. The crew makes a survey of the area, encountering various species. Their first encounter with Imperial patrols goes without the team being revealed. Their first encounter with a Maoi creature ends in the death of a crewman. Their first encounter with the Yapi leads to the New Republic team being able to convince the Yapi that they are* not *Imperials. The Yapi begin to consider allying themselves with the* FarStar *crew against the Imperials and DarkStryder. A team including Jessa Dajus encounters a group of Charr Ontee. While some of the crew recognize the beings as reminiscent of the Charon of Otherspace, the Charr Ontee recognize* Jessa Dajus*. They refer to her as "the Sleeper," which means something to them, but nothing to the crew. After a few more encounters, the* FarStar *crew, the Yapi, and the Charr Ontee come together with a few Zizimaak to create an alliance to attack DarkStryder's fortress. They will act under the command of the New Republic team, specifically one crewmember who manages to show their fortitude through a display of bravery in breaking jars which could hold maoi creatures. The newly combined anti-DarkStryder force then reconnoiters the area, but is ambushed by Sarne's forces, who, unbeknownst to the* FarStar *crew, had been aware of their presence all along. Imperial blastboats attack as well, all with the specific intention of driving the* FarStar *into the sky and to flee to where she can summon further New Republic forces. This has been Sarne's plan all along—to crush the bulk of the New Republic forces in a battleground of his choosing, Kathol space. The ranking* FarStar *officer aboard takes the ship into the air and into space, as predicted. Sarne orders an Interdictor and a Victory Star Destroyer*

to engage the FarStar*, just enough to make it look as though their impending escape is genuine. Matters are complicated, though, as just as the* FarStar *finds an exit corridor, into the corridor jumps . . . a Bothan New Republic Navy force! The Bothans who had been following the* FarStar *had called for their own reinforcements. Believing this to be the long-awaited New Republic fleet, the Imperials begin to battle for real. More Star Destroyers enter the fray, making the skies above Kathol a killing zone. The* FarStar *attempts to repel boarders as the Bothans help provide some cover. As if this wasn't a complicated enough battle with the* FarStar*, Bothans, and Imperials, a force of Qektoth Confederation warships arrive, who have followed the* FarStar*, hoping to capture DarkStryder technology on Kathol. This battle is then joined again when four Skandrei Bandit gunships arrive, led by Khzam. Khzam contacts Loh'khar, who then steals the* Muvon II *with Tizzal and Rizzal, rushing to join his compatriot. Things look bad for everyone, as Imperials battle Bothans battling Qektoth battling bandits battling . . . well, you get the idea. Shortly after the bandits' arrival, six new vessels enter the fray from hyperspace, Aing-Tii Sanhedrim warships! The Aing-Tii make short work of the bandits, the Qektoth* and *the Imperials, saving what little remains of the Bothan force, along with the* FarStar*. Having heard of the battle, a Yvarema force, consisting mainly of relief vessels led by Gunthar and Qesya Vth'naar arrives to assist. The cost of battle on the* FarStar *has been far too high, however. The ship, damaged by weeks tracking Sarne, Imperial forces, Sarne's computer trapdoors, and general battle damage, falls. The* FarStar *crashes into Kathol in a barely controlled landing. Bothans and Yvarema rush to help the survivors. Elsewhere on Kathol, the* FarStar *crewmen, led by Adrimetrum and including Jessa Dajus, joins with the other races to welcome another contingent of Yapi warriors. The* FarStar*'s crash sent out a fantastic shockwave, which has decimated the Imperial contingent around DarkStryder's fortress. The ragtag fighting force storms the fortress. They attack the fortress from all sides, as a small group makes its way deeper and deeper into the fortress toward DarkStryder, the Lifewell, and the Sleeper. Finally, the team comes face to face with a stasis chamber, in which is a woman who looks almost exactly like Jessa Dajus. This is the* true *Sleeper, and with the damage caused by the assault, the stasis chamber has deactivated. The Sleeper has awakened. Stepping out of the chamber, she reveals herself to be the Jedi Knight Halbert, who helped defeat the Dark Jedi who ruled the Kathol millennia ago. She tells the story of the events leading to DarkStryder's rise to power, and the team realizes that she must be a long-ago ancestor of Dajus. They enter DarkStryder's inner sanctum, where Sarne is calling off his deal with DarkStryder. Now that the creature has provided Sarne with the means to use the hyperspace launch gate, DarkStryder is no longer needed. Sarne escapes to a shuttle as the team takes on DarkStryder itself. As DarkStryder draws power from the Lifewell to fight off the intruders, Halbert jumps atop the Lifewell and slices it open with her lightsaber. The Kathol are now free, and with them goes DarkStryder's source of power. With a final strike, DarkStryder kills Halbert, who fades into the Force. Finally, DarkStryder is destroyed. Knowing from Halbert's earlier retelling of events millennia ago that Sarne's new toy, the hyperspace launch gate, can be a powerful weapon, the team takes to the skies, chasing Sarne to the gate. Once aboard, they find a darkened landing bay, and a sneak attack from the bounty hunter Mist. The team barely manages to kill Mist, then finally comes face to face with Sarne in the control room of the gate. The gate essentially works as a railgun, which uses a tremendous surge of energy to propel a vessel into hyperspace, to emerge when the momentum of the firing runs out. Sarne now has this terrible energy force directed toward the Bothans and the other ally ships near Kathol. Sarne hints at Jessa being a disappointment, having left him (yes, they were involved, and she* was *a colonel working for him, not just the simple lieutenant who piloted his*

shuttle) after a "spat," though it would be more realistic to say he locked her up after a spat. Sarne sets the weapon to fire on the ships as soon as he is clear, or if he dies. In a tense flurry of action, including a physical attack on Sarne, a change of heart on behalf of Brannij, and weapons fire both inside and outside the gate, the gate is rendered inoperable and the great Moff Kentor Sarne . . . is dead. With their quest to stop Sarne and DarkStryder over, the crew of the late FarStar *take stock of all they have accomplished and all they have lost. The remaining Imperials limp into hyperspace in retreat. The Bothans regroup and help the* FarStar *crew, awaiting the arrival of a New Republic force several weeks later, which reclaims the crew and brings them back to Kal'Shebbol to a heroes' welcome. They are honored for bringing down Sarne . . . but not for their role in the DarkStryder technology portion of the mission. By order of Mon Mothma, the entire DarkStryder incident, including the existence of Kathol and the Ta-Ree magic found there, is classified. She informs Lieutenant Page of this fact, hoping he will congratulate the* FarStar *crew, but knowing that they can never receive the true honor that their blood, sweat, and tears have truly earned. Thus ends the DarkStryder campaign . . .*

(***The DarkStryder Campaign: Endgame***)

- *Talon Karrde (under the name Syndic Pandis Hart) and Quelev Tapper (under the name Captain Seoul) take the* Uwana Buyer *to Varonat to investigate Gamgalon's operation. They use a hyperdrive problem they have manufactured to give them a reason to stay on the planet and join one of Gamgalon's Morodin-hunting parties. Before leaving, they meet the local hyperdrive mechanic, Celina Marniss (actually Mara Jade, using an alias derived from a woman she met at Jabba's palace—Melina Carniss). Celina is not what she appears, Karrde believes. The hunting party heads out, and Karrde soon notices that the Morodins are sentient (which makes hunting them illegal, if not blatantly wrong, morally). He and Tapper are caught observing the Morodins and, since they know that the Morodins are sentient and could call down the authorities on Gamgalon's operation, they are taken prisoner. Tapper tries to help he and Karrde escape, but he is murdered by another Krish. Finally, Karrde is saved by Celina (Mara). She had realized that "Hart and Seoul" and "*Uwana Buyer*" (You wanna buy her?) were just too suspicious and that Hart must be Karrde, who is known for his penchant for puns. She says that he can repay her for saving his life by taking her into his operation. Thus, Talon Karrde and Mara Jade are formally introduced.*

(***First Contact***)

Kella Rand Reporting (AJ6 short story: Laurie Burns)

Kella Rand Reporting (AJ6 short story: Laurie Burns)

A Taste of Adventure [continued] (AJ7 short stories: Tony Russo)

Countdown to Disaster (AJ7 short story: Tony Russo)

The Storm Breaks
A Plan of Action
Tunnel Vision
Final Confrontation

The Courtship of Princess Leia (novel: Dave Wolverton)

The Courtship of Princess Leia (novel: Dave Wolverton)

Chapters 1 – 10

The Adventures of Fenig Nabon and Ghista [continued] (TFTNR/G short stories: Chris Cassidy & Tish Pahl)

Hutt and Seek (TFTNR short story: Chris Cassidy & Tish Pahl)

The Courtship of Princess Leia [continued] (novel: Dave Wolverton)

The Courtship of Princess Leia [continued] (novel: Dave Wolverton)

Chapters 11 – 27

The DarkStryder Campaign (RPG: Timothy Zahn & Sterling Hershey & Pablo Hidalgo & Joshua A. Miller & Timothy S. O'Brien, & Eric S. Trautmann &

George Strayton & Chris Doyle & Tony Russo & Lisa Smedman & Paul Sudlow & Peter Schweighofer & Doug Shuler & Bill Smith)

The Saga Begins (RPG short story: Timothy Zahn)

The DarkStryder Campaign (RPG: Timothy Zahn & Peter Schweighofer & Doug Shuler & Bill Smith & Eric Trautmann & Paul Sudlow)

- Omens
  - Episode One: Imperial Retribution
    - “First Section”*
    - Diplomacy as Usual
  - Episode Two: The Turning Point
    - “First Section”*
    - Deadly Payloads
    - The Battle is Joined
  - The Wrap-Up
- Artifact of Aaris
  - Introduction
  - Episode One: Silent Siege
  - Episode Two: The Place of Kastays
    - “First Section”*
    - Base Camp
    - Shuttle Wreckage
    - Place of Kastays
  - Episode Three: Breeding Paranoia
    - “First Section”*
    - Defeating the Artifact
- Death is Remotely Possible
  - Introduction
  - Power Plays
    - Day One
    - Day Two
  - Escalation
    - Day Three
- Shintel Downtime
- On the Heels of Sarne
    - Clearing the Mines
    - Landing
    - Fault Lines
    - The Meeting
    - The Set Up
    - Sabotage
    - Departure
    - Sarne’s Surprise
    - The Trap
    - Every Wookiee Has His Day
  - Episode Two: Tanquilla Beach
    - Docking and Customs
    - Sarne’s Attack
- Crisis
  - Episode One: Welcome to Pembric II
    - Planetfall
    - The Ambush
  - Episode Two: The ThrusterBurn Tapcafe
    - “First Section”*
    - The Casino
    - All Hell Breaks Loose

Episode Three: Final Assault
Springing the Shuttle
Infiltrating the Warehouse
The Hangar
The Wrap Up
Traitor in Our Midst
Episode One: Galtea Layover
“First Section”*
Drenn Makes His Move
Episode Two: The Attack
Episode Three: Sinister Aftermath
“First Section”*
The Investigation
Other Evidence
Episode Four: Mission to Sebiris
“First Section”*
The Landing
Negotiations Begin
The Sebiri Village
Battle Near the Ruin
Conclusion
The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)
Whispers in the Dark (AJ2 short story: Charlene Newcomb)
The DarkStryder Campaign [continued] (RPG: Timothy Zahn & Sterling Hershey & Pablo Hidalgo & Joshua A. Miller & Timothy S. O’Brien, & Eric S. Trautmann & George Strayton & Chris Doyle & Tony Russo & Lisa Smedman & Paul Sudlow & Peter Schweighofer & Doug Shuler & Bill Smith)
The Kathol Outback (RPG: Chris Doyle & Tony Russo & Lisa Smedman & George R. Strayton & Paul Sudlow)
Introduction
Plant Food
Episode One: Exploration
Collecting Food
The Hunt
Episode Two: The Ruins
The Landing Field
The Dead Zone
Speeder Bike Wreckage
The Ruins
The Imperial Research Station
Episode Three: Oh, No . . .
Not This Again . . .
Target Practice
Episode Four: The Enemy Within
First Sight of the Enemy
Water Shortage
Escalation
Hydroponics Lab Attack
The Problem is Bigger Than We Thought
Imperial Complications
Little Empires
Introduction
Episode One: A Case of Mistaken Identity

“First Section”*
The Cavalry Arrives
Episode Two: Political Problems
“First Section”*
The Council Meeting
In the Dock
Episode Three: Echoes of Empire
“First Section”*
Off to Pitann
The Word on the Street
Stumbling in the Dark
Negotiating with Uta
Regaining the *FarStar*
Dealing with Uta
Wildfire
Episode One: Afterburn
Episode Two: Summit
“First Section”*
Khzam’s Defection
Episode Three: One Man’s Folly
Episode Four: The Heart of the Matter
“First Section”*
Aboard the *FarStar*
Back on the Space Station . . .
The Final Confrontation
Episode Five: Treatment
The Masters of Exocron
Episode One: The Hidden World
“First Section”*
Expedition Into the Cloud
Welcome to Exocron
Interview Aboard the Maxion
Episode Two: On to Caballa City
Episode Three: Caballa City Intrigues
“First Section”*
A Sudden Reversal
Aboard the *FarStar*
The Captain’s Plan
Sharden’s Rebels
Episode Four: Revolution
Getting the X-wings
Cloud Jumpers
Rocket Barrage and Sky Fighter Attack
Battle for the Tower
First Torpedo Run
The Devisors Retaliate
Second Torpedo Run
Back on the FarStar
Blinded by the Light
Resolution
Galaxy’s Edge
Episode One: Rift World
“First Section”*
on the Planet
Episode Two: Drone

Episode Three: Conspiracy
Episode Four: Makezh
Episode Five: The Underworld
Episode Six: Reinforcements
Episode Seven: Riftbound
The Kathol Rift (RPG: Sterling Hershey & Pablo Hidalgo & Joshua A. Miller & Timothy S. O'Brien, & Eric S. Trautmann)
Introduction
Harm's Way
Episode One: Savage Hunger
Episode Two: Welcome, Welcome
"First Section"*
Warm Welcome
Guided Tour
Episode Three: The Wards
"First Section"*
The Return of Captain Ciro
Plots and Counterplots
Episode Four: Prison Riot!
Episode Five: End Game
Rogue Elements
Episode One: Conflicts
Episode Two: Mutiny!
"First Section"*
The Mutiny Begins
Episode Three: Retaking the *FarStar*
Waystation
Episode One: A Way In
"First Section"*
Docking with the Construct
Episode Two: Into the Unknown
Alien Construct: Level One
Alien Construct: Level Two
Level Two Encounters
Encounter One: "There's Something Alive Down Here . . . "
Encounter Two: Imperial Ambush
Episode Three: Where's Mist?
Episode Four: Final Battle
Home
Episode One: A World of Promise
Episode Two: Homecoming
"First Section"*
Meeting the Majjvara
Creature in the Dark
In the Medical Chambers
Episode Three: In the Balance
The Qektoth Confederation Arrives
The Battle
Epilogue: A New Beginning
Showdown
Episode One: Distress Call
Episode Two: Pursuit
"First Section"*
Closing in on Makezh
Episode Three: Ambush in the Geyser Field

Episode Five [*sic*]: Mission's End*

***NOTE: The "Mission's End" segment of "Showdown" is labeled as "Episode Five" in the book. This is an error, since there isn't an "Episode Four" section in the adventure. I've kept it as it is in the book, but marked it as an error within the source material.**

The Saga Nears Its End (short story: George Strayton)

Endgame (RPG: Timothy O'Brien & George Strayton & Eric S. Trautmann)

- Episode One: Entering the System
  - "First Section"*
  - Planetfall
- Episode Two: First Survey
  - The City of Bones
  - The Cathedral
  - First Contacts
    - Imperial Patrols
    - The Hungry Ones
    - The Fierce Ones
    - The Old Ones
    - The Fiery Ones
    - The "Sky People"
    - Charr Ontee Negotiations
    - The Yapi Council
    - The Test
    - The Zizimaak
    - The Long Ones
- Episode Three: Sizing Up the Enemy
  - Hour One
  - Hour Two
  - Hour Three
  - Ambush!
  - The First Wave
  - The Second Wave
  - The Third Wave
  - "Plan B"
- Episode Four: The Battle of Kathol System
  - Battle Stations!
  - Interdictor Sarne
  - The Jaws of Victory
  - Between Three Hard Places
  - The Imperial Ace
  - Repel Boarders!
  - Khzam's Final Stroke
  - Holy Warriors
  - The Fangs of Waryl
  - Death of the *FarStar*
  - Aftermath
- Episode Five: Stranded!
  - Attack Plans
  - Infiltration
  - Air-Lifted Assault
  - Frontal Attack
  - Gathering the Troops
  - Sneaking In
  - Over the Wall
  - Knocking on the Front Gate
  - The Falling Star
  - DarkStryder's Fortress

The Battle of DarkStryder's Fortress
Entering the Labyrinth
Attacking the Main Gate
The Lifewell
Into the Breach!
Imperial Surprise
The Sleeper Awakens
The Experiments
Meeting the Enemy
Cracking the Shell
First Fire
DarkStryder's Minions
DarkStryder Flees
Sarne Escapes
Episode Six: The Final Battle
Sarne's Stormtroopers
Mist in the Dark
Sarne's Last Stand
Aftermath

First Contact (AJ1/TFTE short story: Timothy Zahn)

First Contact (AJ1/TFTE short story: Timothy Zahn)

9 ASW4

- *At this point, the New Republic controls 75% of the known galaxy.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Hethrir locates his former mate, Rillao, and kidnaps their son, Tigris.*
  (conjecture based on *The Crystal Star*)
- *The Je'Har government on Almania turns into a dictatorship and cuts off communication with the outside galaxy.*
  (conjecture based on *The New Rebellion*)
- *In Drev'starn, the capital city of Bothawui, a Ho'Din tapcafe is built.*
  (conjecture based on *Vision of the Future*)
- *Drend Navett takes a grenade from a dead Myomaran resistance fighter, which he will later use to start an anti-Bothan riot on Dordolum, during the Caamas Crisis.*
  (conjecture based on *Specter of the Past*)
- *Taryn Clancy is given command of the* Messenger *for the Core Courier Service.*
  (conjecture based on *Retreat From Coruscant*)
- *Alex Winger has been having a new vision along with her recurring vision of the snow-covered mountain and the mysterious Force-sensitive man. This time, she is experiencing battles in an X-wing and then capture by Imperial forces. After another one of these dreams/visions, Alex joins her father, Tork Winger, on a trip to Zila. Tork is to speak with the local Imperial commander while Alex is going with him in order to meet with her old friend, Shana Turi. On the way, Alex pilots just close enough to the Imperial-patrolled zone that she discovers their reaction time for the resistance. Back in Ariana, the capital city, Dair Haslip learns that a mysterious Grand Admiral seems to be reorganizing the Imperial fleet and that it seems that the Imperials are preparing to install a planet defender ion cannon into the hibridium mining area to protect it from New Republic attack. Back in Zila, Alex speaks with Shana, a fellow resistance fighter, and sees not only the building of a new Imperial base, but also modular parts for the ion cannon being placed into storage. Tork and Alex return to Ariana, and when Alex tells the resistance about the ion cannon parts, a team, led by Chance, takes out the*

majority of the pieces for the ion cannon. Alex senses the events through the Force and once again has her vision of the man on the snowy mountain.
(***Mission to Zila***)

- *Alex Winger finally moves to the University of Garos, at the insistence of her adoptive father, Tork Winger.*
  (conjecture based on *Shadows of Darkness*)
- *Mahk'khar takes up residence on Tuulab in the Triitus system.*
  (conjecture based on *Relic*)
- *Grand Admiral Thrawn takes Captain Tomax Bren into his forces and takes his scimitar assault vessel design (based on the TIE bomber) to develop a new vessel, the TIE Scimitar Assault Bomber.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *After ten years of studying the ruins of Xim the Despot's empire, Professor Skynx finally metamorphoses into a chroma-wing. He was survived by his son Amisus, who later becomes leader of the Unified Ruurian Colonies.*
  (conjecture based on *The Essential Chronology* via *TimeTales*, verbatim)
- *Diblen Harleys is made a wing commander on Coruscant.*
  (conjecture based on *The Last Command* and *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, paraphrased)
- *The Inner Rim is finally freed by the New Republic, a diverse region that features many agricultural and industrial powerhouses. Planets of the Inner Rim include Ambria, Antar Four, Atzerri, Bestine, Bilbringi, Carratos, Myrkr, Onderon, Taanab, Telti and Thyferra.*
  (conjecture based on *The Essential Guide to Planets and Moons* via *TimeTales*, verbatim)
- *The New Republic sets up a trading outpost on the planet Endor.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Force Rising Sourcebook" via *TimeTales*, verbatim)
- *A New Republic cruiser is sent to Saarn to remove sensitive equipment from the local New Republic (formerly Rebel) station. Shortly after arrival, the team discovers that the base is no longer answering communications. Believing the base may have been hit by pirates, the commander of the mission contacts New Republic Intelligence and receives permission to land on the planet and investigate, using the situation as a good opportunity to train newer members of the team. What they do not realize is that the base has actually been hit and taken over by Imperials from one of Grand Admiral Thrawn's Star Destroyers, the* Stormhawk*, as a means of helping cover Thrawn's battle fleet, which is preparing an offensive against the New Republic. The New Republic and Imperial forces clash, and a battle ensues. Based on the fact that the New Republic is never warned of Thrawn's force's approach, we can assume that the Imperials win the day.*
  (***The Trap***)
- *Having made alliances and consolidated Imperial power over the past six months, Grand Admiral Thrawn marginalizes the Imperial power of warlord fiefdoms and the Pentastar Alignment, and prepares to strike at the New Republic.*
  (conjecture based on *The Essential Chronology*)
- *Grand Admiral Thrawn begins his quest to destroy the New Republic. His forces first hit the Obroa Skai system and capture information which will lead Thrawn to the Emperor's personal storehouse. On Coruscant, Luke Skywalker is visited in a dream by Obi-Wan Kenobi, who can never appear to him again. Obi-Wan tells him that Luke is not the last of the old Jedi, but the first of the new Jedi. On Tatooine, Han Solo, Chewbacca, Wedge Antilles, and Page continue trying to recruit smugglers to work legitimately for the New Republic. One, Dravis, tells Han that the new "big fish" of smuggling is Talon Karrde. On Myrkr, Talon Karrde speaks with Mara Jade, informing her that he would like to promote her. They are*

interrupted by Thrawn's Imperial Star Destroyer Chimaera *arriving in orbit. Karrde contacts Captain Gilad Pellaeon and offers his people's assistance in capturing some ysalamiri (creatures who can block the Force in their immediate area). Shortly thereafter, Thrawn and Pellaeon travel to Wayland to take cloaking technology and Spaarti cloning cylinders. They encounter the clone of Jedi Master Jorus C'baoth, Joruus C'baoth (note the double "u"), who attacks them, but is stopped by the ysalamiri. Thrawn makes a deal with him--C'baoth helps lead (through the Force) Thrawn's forces, and Thrawn provides C'baoth with four Jedi--Luke Skywalker, Leia Organa Solo, and Leia's two unborn Jedi twins. Han, Leia, Luke, and Chewie head for Bimmisaari on a diplomatic mission and are attacked by Noghri warriors sent by Thrawn to capture Luke and Leia. The attack fails and they escape. Thrawn, Pellaeon, and C'baoth decide to allow rumors to circulate of Jorus C'baoth's return to lure Luke to a predetermined location. Shortly thereafter, Thrawn's forces, with a little guidance by C'baoth, attack Bpfassh and perform far better than normal. Han, Leia, Wedge, and Chewie head for Bpfassh to check out the damage and are attacked by Noghri and a fake* Millennium Falcon*. They escape and head for Nomad City on Nkllon, Lando Calrissian's new operation. Luke, in the meantime, heads for Dagobah and re-enters the cave. He receives a vision of himself, once again, being pushed down the plank of one of Jabba's skiffs over the Pit of Carkoon. This time, though, when R2-D2 launches his lightsaber to him, it is plucked out of the air by a Force-sensitive, red-haired woman standing on Jabba's sail barge. After the vision, Luke finds an old beacon call remote and heads for Nkllon to see if Lando can tell them what it is. They all arrive as Thrawn arrives and captures a fair amount of Lando's mole miners. Once on Nkllon, the reunited group plans to send Leia and Chewie to Kashyyyk for her protection, so they alter C-3PO's programming to make him sound like Leia. Chewie and Leia then depart on the* Lady Luck*, Luke and R2-D2 in his X-wing, and Han, Lando, and C-3PO in the* Millennium Falcon*. Luke heads for Jomark, to look into rumors of Jorus C'baoth's return. On the way, Thrawn tries to capture Luke, but Luke manages to escape, prompting Thrawn to have Rukh, his Noghri bodyguard, execute Cris Pieterson, the tractor beam technician. Luke's escape did, however, end up leaving him stranded a short hyperspace jump from the encounter. Leia and Chewie arrive on Kashyyyk to meet Ralraa (Rwookrrorro). He will kelp keep Leia safe. In space, Luke is picked up by Talon Karrde's* Wild Karrde *and he and R2-D2 meet Karrde himself. Karrde tries to determine why Mara Jade hates Luke so much, but he has no answer. He is then stunned for his journey to Karrde's facility on Myrkr. When he awakens, he is in a makeshift cell on Myrkr, being attended to by the woman in his vision, the woman who hates him for reasons unknown, Mara Jade. Han and Lando head for the Abregado system and meet with a contact who takes them to Karrde on Myrkr. As they arrive, Luke, using his artificial hand's power cell, escapes from his cell, frees R2-D2, and makes his escape in a Skipray Blastboat, followed by Mara Jade, in hot pursuit. Thrawn has also arrived on Myrkr, and sends his forces to recapture Karrde's "renegade employee," as repayment for his earlier hospitality. Luke and Mara end up crashing in the woods and she takes them prisoner, heading for the nearest city, Hilliard City. Han and Lando, in hiding, learn that the new Imperial leader is Grand Admiral Thrawn. Karrde then admits to them, as Thrawn leaves for the* Chimaera*, that he had held Luke captive, but not turned him over. In the woods, Luke learns that Mara Jade was the Emperor's Hand. She had been in Jabba's Palace when he was there and then she had lost all of her power when Luke killed Palpatine. His last command to her was to kill him. On Kashyyyk, Leia is attacked by Noghri, but when one is captured, he identifies her as the Mal'ary'ush, Lady Vader, and apologizes for his actions. His name is Khabarrakh. At Hilliard City, Luke and Mara are nearly captured, along with Han, until they are rescued by Lando and Karrde's people. They escape and head for the Sluis Van*

Shipyards. Thrawn has also arrived, using his cloaking technology to bring TIEs into the system. The battle rages as the Falcon *enters the scene. Thrawn's forces use the captured mole miners to bore holes into the sides of New Republic vessels and allow forces to capture the vessels. Lando manages to use the mole miner's command codes to disable some of the miners, nearly destroying some of the ships, but at least they don't get taken by Thrawn. Thrawn does get away with several vessels, but not nearly the amount he intended. As the battle comes to a close, Leia, now on Coruscant, contacts Han. Admiral Ackbar has been arrested for treason, at the machinations of Borsk Fey'lya.*

*(**Heir to the Empire**)*

- *Nasdra Magrody dies.*

  (conjecture based on *Children of the Jedi* via *TimeTales*, verbatim)
- *In the short time since the attack on the Imperial base at Zila, the Imperials on Garos IV have begun taking random people captive in the hopes that one of them might be a resistance fighter. The latest kidnap victim is Cord Barzon, son of resistance leader and hibridium researcher Dr. Carl Barzon. The resistance learns a shuttle platform is being built in Zila, so they prepare a mission to take it out. To this end, Alex goes with her father and General Zakar, the local Imperial commander, to Zila. When she pretends to have forgotten something in the shuttle, she escapes from their tour and sets explosives to destroy the platform. On her way out, though, she sees Cord Barzon being taken into the very lift tube she had set the bomb on. She cannot risk the mission failing, so she must let Cord die in the blast that destroys the majority of the platform. Shortly thereafter, Zakar speaks to Carl Barzon and tells him (since he doesn't know Cord is dead) that Carl is to be sent to the secret research station where hibridium research is being conducted and that he must continue his work or his son will die. Alex arrives at the resistance headquarters with news of Cord's death just as the shuttle bearing Carl Barzon leaves for its secret destination. Alex once again has her vision of the man on the snowy mountain and she realizes that the vision must be of the world where Carl is being taken. She must be the one to go rescue him.*

  *(**Shadows of Darkness**)*
- *Two weeks have passed since the Battle of Sluis Van. Thrawn takes retribution on Talon Karrde by destroying Karrde's Myrkr base. The majority of Karrde's forces had already left for Rishi, but he and Mara Jade had stayed behind to watch the base's destruction from cover. Mara senses danger and they escape just as Thrawn is about to have them destroyed. At Sluis Van, Luke and Lando catch Niles Ferrier and his crew in illegal activities, but let them go, taking Ferrier's slicer codes, which they use to push Luke's X-wing to the top of the repair list, so they can head for Coruscant as soon as possible. On Coruscant, Han is reunited with Leia. At a hearing, Han informs the New Republic Ruling Council that a Grand Admiral actually exists. Borsk Fey'lya speaks of a leak in New Republic circles, and tries to link that, in a roundabout way, to Ackbar. Our heroes look into Fey'lya's own activities and learn that he is obtaining ships for the New Republic from Garm Bel Iblis, former Rebel and one of the Rebellion's founders. It would appear that Bel Iblis is getting the ships from the legendary Katana Fleet. On Rishi, Karrde tells Mara that he knows the location of the missing Katana Fleet. He'd been on a ship that accidentally found the fleet fifteen years before, but did not realize what it was. They find that they are being hunted and spied upon, so they leave Rishi. Thrawn takes the* Chimaera *to Honoghr to discipline the Noghri, and almost captures Leia (who is there to try to bring the Noghri into the New Republic). Luke proceeds to Jomark and meets Joruus C'baoth. After C'baoth nearly kills a man who crosses him, Luke realizes that Joruus is insane and must be helped or stopped. Solo and Calrissian head to meet Bel Iblis and ask for his aid. On the* Chimaera*, Mara Jade has arrived to offer Thrawn the Katana Fleet's*

location (via Karrde) to get him to quit coming after Karrde's people. She is given eight days to bring the information to him. By speaking with the Noghri, Leia learns that the Empire had been keeping the Noghri subservient by keeping their world uninhabitable since the time of Vader's attack on the world. Thrawn follows Mara to Karrde and takes him prisoner. Mara then goes to Jomark to get Luke's help and helps him escape from Joruus C'baoth. The two then sneak aboard the Chimaera *and rescue Karrde. They take Karrde to Coruscant where he gives Leia the location of the Katana Fleet. They arrive at the fleet after Thrawn is already taking the ships. Garm Bel Iblis' forces arrive as well and engage Thrawn's forces. During the battle, Fey'lya takes Leia hostage to allow the struggle to give him more political power, but is stopped and Ackbar is cleared. As the battle comes to a close, Thrawn makes away with several of the fleet's dreadnoughts. C'baoth proclaims himself Palpatine's heir and announces his intention to return to Wayland and run Thrawn's operation there. Mara, who had participated in the battle and been forced to punch out, is saved by Luke and taken to safety. Knowing that the Katana Fleet will take time for Thrawn to crew gives them time to prepare . . . . until they realize that Thrawn had crewed his ships with clones--from the Spaarti Cylinder project--and that the fleet could be crewed in a matter of weeks.*

(***Dark Force Rising***)

- *Grand Admiral Thrawn uses his newfound cloning technology to create groups of clones, made from warriors such as Soontir Fel, which are then dispatched to other worlds as future reinforcements.*

  (conjecture based on *Vision of the Future*)
- *Grand Admiral Thrawn attempts to create a group of clones which will combine his genius with a great warrior physique. Royal Guardsman Grodin Tierce is cloned in such a manner, but the project is deemed a failure and this clone is the only one of its kind ever created.*

  (conjecture based on *Vision of the Future*)
- *While subjugating Generis, Grodin Tierce (the real one) dies.*

  (conjecture based on *Vision of the Future*)
- *Pash Cracken leads an unsuccessful defense at Atrivis.*

  (conjecture based on *Star Wars Encyclopedia*)
- *An Imperial force is sent by Thrawn to take a spaceport in the city of Marter An on Sheris. A New Republic team arrives shortly before the Imperials, thus pitting the two forces in a heated battle at what is known as Bhir'khi Pass . . .*

  (***Stand at Bhir'khi Pass***)
- *One month after Thrawn's capture of the majority of the Katana Fleet, Thrawn's forces continue to wage war on the New Republic. At Ukio, Thrawn uses C'baoth, the* Chimaera*, and some crafty maneuvering to make it appear that his Star Destroyer can blast through planetary shields. Joruus C'baoth, still obsessed with acquiring Luke Skywalker and Leia Organa Solo, gives Thrawn only one more chance to capture Leia and her unborn children. To that effect, Thrawn sends another team after Leia. Elsewhere, as Luke travels in search of information that could lead him to Thrawn's clones, he is nearly captured, yet again. On Coruscant, Leia finally gives birth to twins--Jacen and Jaina Solo. As Thrawn continues his reign of terror, Talon Karrde gathers smugglers to id him in finding Thrawn's cloning facilities. On Coruscant, Leia is attacked again but stopped by Mara Jade. Jade is then arrested when the team names her as their contact on Coruscant. She tries to use her knowledge of where Thrawn would be getting cloning technology to get out of jail, but the New Republic will not deal. On Nkllon, Thrawn takes retribution on Lando Calrissian by destroying Nomad City. On the planet Trogan, Karrde has brought together a huge group of smugglers to consolidate into a force against Thrawn, but they will not become one force until an attack by Thrawn's people causes them to band together. They begin*

attacking Imperial facilities. On Honoghr, the Noghri officially agree to join the New Republic. Now it is just a matter of making sure the word gets to all *Noghri warriors. On Coruscant, Han and Luke break Mara out of jail and head for Wayland with Lando, unknowing that Joruus C'baoth is already on his way there to run Thrawn's operation. Thrawn then attacks Coruscant, putting cloaked asteroids in orbit. The New Republic is outmatched until Mon Mothma asks Garm Bel Iblis to rejoin the cause and lead the defense of the world, saving it from Thrawn's attack. At Chazwa, the smugglers meet again and formally declare their opposition not just to Thrawn, but the Empire itself. On Wayland, Luke, Han and Mara arrive and prepare, with Noghri commando forces, to take Mount Tantiss. On Coruscant, the New Republic launches a plan to get rid of the cloaked asteroids. They will get the necessary device for the job from Bilbringi, while making Thrawn think they are getting it from another world. The smugglers are fooled and head to Bilbringi to get the necessary device for the New Republic, but Thrawn is not. He plans an attack on Bilbringi. On Wayland, the heroes make their way to Mount Tantiss. Mara makes Luke swear to kill her rather than let C'baoth turn her to the Dark Side as Palpatine had partially done. Han and Lando plant bombs on the cloning facilities in the mountain while Luke and Mara run headlong into Joruus C'baoth, who destroys the ysalamiri in the base and brings out his new clone--Luuke Skywalker, created from Luke's hand, lost on Cloud City six years before. This new Luuke also bears a frightening reminder of the Dark Side's power--Anakin Skywalker's lightsaber, lost along with the hand on Cloud City. As Han and the newly-arrived Leia try to save the two, they are knocked out and Luke agrees to turn himself over if C'baoth will let the others go. Joruus refuses, however, because now he wants Mara Jade to be his apprentice as well. Mara, knowing that it could mean her freedom in more ways than one, snatches up Leia's lightsaber and duels Luuke, finally killing the clone and fulfilling the last command left by Palpatine--to kill Luke Skywalker. She can now live in peace. She continues on and kills C'baoth, allowing the group to escape just as the cloning tanks are blown into oblivion. At Bilbringi, the New Republic and Imperial forces strike fast and hard against each other. The smugglers arrive and help the New Republic forces but the battle is still not yet clear-cut. As word reaches the* Chimaera *of the defeat at Wayland, Rukh, knowing the truth about the Empire's subjugation of Honoghr, stabs Thrawn through the heart. With their leader dead and victory seemingly out of reach, Captain Pellaeon orders the fleet to retreat back into Imperial territory. As things settle down, Mara becomes liason between the New Republic and the newly-formed Smuggler's Alliance, Chewbacca helps to relocate the Noghri population to Wayland, and Luke presents his father's lightsaber to Mara as a gift in thanks for her aid in the battle against Thrawn and the hopes that she will use it for good.*

(***The Last Command***)

- *During the Imperial retreat after the death of Thrawn, Rukh attempts to escape from the* Chimaera*, but is caught and executed by Major Grodin Tierce.*

  (conjecture based on *The Essential Chronology*)
- *With Thrawn's defeat, the Empire begins to once again revert to warlordism.*

  (conjecture based on *The Essential Chronology*)
- *A group of Jawas attempts to steal Jawaswag, the astromech belonging to Gavin Darklighter. Without Gavin's help, the droid fights off the Jawas. Gavin decides the droid deserves a better name due to its heroics, thus renaming the droid "Toughcatch," or "Catch" for short.*

  (conjecture based on *Onslaught*)
- *The Outer Region Foxar Base, a New Republic Scout Service base, becomes active.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 8: Scouts" via *TimeTales*, verbatim)

- *A group of Red Moons, led by Sully Tigereye and including Hugo Cutter, Brixie Ergo, and Max "Mad Vornskyr" Kempo, goes to Gabredor III to rescue the children of the ambassador to Cantras Gola. The ambassador was planning to leave the Pentastar Alignment to join the New Republic, which led the Alignment to send the Karazak Slavers Guild, namely Greezim Trentacal, to kidnap them to keep his allegiance. While the Red Moons, allied with Andrephan Stormcaller, not the New Republic, don't have any love for how the New Republic has been handling the latter battles of the Civil War, they also know that helping save the children and thus pushing Cantras Gala out of Alignment hands would benefit everyone. In his compound, Trentacal and Vex, his Defel guard, amuse themselves by threatening and intimidating the children and a mute slave girl, who is one of Trentacal's personal servants. Outside, the Red Moons have crash landed in an escape pod when the ship having crashed down in the wilderness outside the compound. They are all relatively fine, and head in toward the compound. Kempo disobeys orders and has to be reined in, as usual. Cutter uses his expertise in electronics to mess with a sensor mast and reveal a huge booby trapped moat, of sorts, full of mines and such. They make it past that trap and some guards on patrol, but they do not go unnoticed. Trentacal prepares to evacuate with the children and as many slaves as possible. Before he can, the slave girl attacks him, but is knocked down. Sully makes it into the escape ship and takes it over without incident. Elsewhere, to save Cutter's life, Brixie and Kempo set up a hoversled with explosive materials to cause some destruction and diversion, but it has to be piloted manually. Kempo takes it and crashes it into the slaver compound, sacrificing his own life to save the others' and do some damage to the slavers. The three surviving Red Moons get into the building and to Trentacal's room, where they've heard a blaster shot. Inside, they find the children unharmed, the slave girl dead, and Trentacal dead, apparently at the slave girl's hands. Vex comes out of the shadows, but Cutter and Sully ward him off before Sully kills him. They take the slavers' ship away from Gabredor III, victorious, but mourning for Kempo. Below, the remnants of the explosive chain reaction started by Kempo's kamikaze run, his blaze of glory, burns in the night like a red moon.*
  (***Blaze of Glory***)
- *The spirit of Palpatine has by this time reached a clone body, bringing to live the Emperor Reborn. Palpatine secretly contacts various Imperial leaders to begin rebuilding Imperial power around Byss. One of the Imperials contacted is Ysanne Isard, who, fearing for her life in the wake of her earlier failure, decides to show a sign of loyalty and initiative to Palpatine by stealing the* Lusankya *back from the New Republic.*
  (conjecture based on *The Essential Chronology*)
- *Talon Karrde rewards one of his most loyal workers, Aves, Karrde's co – pilot, with command of his own ship, the* Last Resort*, and is also promoted to the rank of Captain.*
  (conjecture based on *Isard's Revenge* via *TimeTales*, verbatim)
- *The wilderness planet named Smarch becomes home of Black Sun's operations.*
  (conjecture based on *Crimson Empire II: Council of Blood* via *TimeTales*, verbatim)
- *Following the death of Grand Admiral Thrawn, New Republic Admiral Hiram Drayson is placed in charge of Alpha Blue, and was one of the New Republic's highest – ranking military officials during the Great Purge. He was known in the military circles as the Old Ghost of Coruscant.*
  (conjecture based on *Before the Storm* via *TimeTales*, verbatim)
- *The Adz-class Destroyer, an Imperial starship design which is used as a patrol – ship in many outlying regions, is developed. Their primary armament consisted of three quad - laser cannons and three dual - cannon ion batteries. They could achieve .55 past lightspeed, and maintained six fighters within her bays. One of*

the primary technological advances used in the Adz-class Destroyer was the inclusion of an array of slave circuitry that allowed a crew of 24 to handle virtually every system. At 150 meters in length, the Adz-class patrol destroyer required 12 gunners and could transport up to 8 passengers and 4 prisoners in its brig.

(conjecture based on *Tyrant's Test* and *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, verbatim)

- *The Anavill Smuggler's Guild, a criminal organization, establishes a foothold on the planet Bridin Anchorage, shortly after the death of Grand Admiral Thrawn. It became part of an overall alliance known as the Mandroxen cartel, along with Manliss Enterprise and the Droxian Traders League.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Galaxy Guide 11: Criminal Organizations" via *TimeTales*, verbatim)

- *With the death of Thrawn, Tomax Bren takes the Scimitar Assault Wing and goes into hiding.*

  (conjecture based on *The Official Star Wars Adventure Journal* #15 and *Star Wars: The Roleplaying Game*—"Imperial Sourcebook" via *TimeTales*, paraphrased)

- *In the wake of the Thrawn campaign, Wedge Antilles accepts promotion to General and the Rogues take leave time. Their next assignment will be to go after Prince-Admiral Delak Krennel as both the first strike on the newer warlords and justice for Krennel's murder of Sate Pestage over four years before. At a party, Corran horn receives a visit from Urlor Sette, a prisoner from the* Lusankya *who dies in front of him. Someone wants revenge on the Rogues and is not afraid of using the prisoners as bait . . . but who is it? They track some of the prisoners to Commenor where many of them tell the Rogues that Ysanne Isard is alive. Delak Krennel has been working with her since she resurfaced a short time before. She intends to take revenge on the Rogues and make Krennel (possibly) the next Emperor, as she had once offered to him. On Coruscant a short time later, Borsk Fey'lya promises to make life hard for Asyr Sei'lar who wants to marry Gavin Darklighter and adopt a Bothan child. During a raid on Linade III, Corran is shot down and before he is rescued, he uncovers a base which is working to create a Pulsar Station, much like a miniaturized* Death Star*. When they try to use this to gain support for going after Krennel, who has been trying to present himself as a benevolent man, Krennel defames the New Republic over the Holonet. The Rogues (with returning member Nrin Vakil) head to Corvic Minor to take out the Pulsar station only to walk into a trap. The Pulsar Station never existed. When Mirax Horn and Iella Wessiri arrive on the scene with Booster Terrik, there is nothing left of the Rogues, it seems. In actuality, most of the Rogues were saved by a TIE Defender squadron, while Wes Janson and Asyr are EVA and are saved by Mirax and the others. Only Khe-Jeen Slee and Lyyr Zatoq perished, though the New Republic believes all are dead. The Rogues find themselves guests of Ysanne Isard, who tells them that Krennel is working with a* clone *of Isard. She had used the clone to scatter the* Lusankya *prisoners, but had failed to kill the clone after the mission was complete. Isard had survived Tycho's attack herself by using communication frequencies to make it appear she was on the shuttle Tycho destroyed, when she was truly in safety on Thyferra. She wants them to work with Colonel Broak Vessery to bring the clone down, along with Krennel for disobeying her orders and killing Pestage years before. The Rogues have no choice but to agree. The Rogues train for the upcoming mission, while Whistler and Gate, Corran and Wedge's astromechs, respectively, escape to bring news of their survival to Mirax. Wedge, about to go undercover on Cuitric as a pilot for Krennel with the rest of the Rogues, sends a message with a battle plan to the New Republic, which begins to gather the necessary fleet to bring Krennel down. The Rogues infiltrate Krennel's forces and when the time is right, the New Republic fleet emerges from hyperspace and battles Krennel's forces while the*

Rogues free the Lusankya *prisoners, moved to Cuitric by the clone Isard for safekeeping. The clone Isard uses a shuttle to try to destroy the prison before the prisoners can be freed, but Wedge stops the shuttle, then, knowing Isard's strategy from the end of the Bacta War, triangulates the location of the clone (who was, of course, not on the shuttle) and destroys her. In space, Krennel is killed as his Star Destroyer's bridge is destroyed. At the prison, the prisoners are finally freed, including Jan Dodonna. The only question remaining is the motives for the real Isard. Mirax, Iella, and Booster realize that she is going to try to steal the refit* Lusankya *from the Bilbringi shipyards. They intercept her and Iella kills her. The Rogues are soon reunited aboard the* Lusankya. *Asyr will not join them, though. Although it kills her to see Gavin grieve, she must do as she feels is right, and help (from the shadows) to restructure Bothan society so no one else can be manipulated as Fey'lya had tried to manipulate her.*

(***Isard's Revenge***)

- *Durrei learns of the appearance of a Kashi Mer relic that holds the key to tapping into the Dark Side. He convinces his master to give him troopers and former Imperial vessels to retrieve the relic.*

  (conjecture based on *Relic*)
- *The Illoud System, which remained under Imperial control following the Battle of Endor, is retaken by the New Republic.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *Both Mahk'khar and Ree Shala are hired (independent of each other) by a mysterious human to destroy a New Republic communications center in the gas giant Galaan.*

  (conjecture based on *Relic*)
- *When a relic originally from the Kashi Mer monarchy (of the long-destroyed planet Kashi) suddenly resurfaces, powerful individuals begin attempting to acquire it. New Republic Intelligence believes an artifact causing that much interest must be important. To this end, Captain Naren Bluuis of the cruiser* Nova*, informs a special ops team aboard his ship that the crimelord Mahk'khar in the Triitus system has come into possession of the relic. They are to go to Mahk'khar's base and steal computer files which will then be decrypted to determine more about the object. The team takes the* Instigator *to Mahk'khar's somewhat abandoned palace and, after a small firefight, escapes with the files. Upon returning to the* Nova*, they find Bluuis fretting about the recent destruction of a squadron of X-wings (including two of his trainees) in the K'ken system's asteroid belt. While he devotes his forces to discovering the circumstances of the attack, and while Cryptology decrypts the computer files, the team is sent to the Delari system to meet with Professor Oron, who knows details about the relic. They arrive and meet with the Professor and learn that the relic was an heirloom of the Kashi Mer monarchy, stolen shortly after the formation of the Old Republic by a Force student named Reda Jalooz. She discovered the relic's "dark secret" and returned it to Kashi, asking for forgiveness, just before the system's star went supernova. Oron's daughter, Meela, has been taken by Imperials who arrived just before the New Republic team, so, to keep her alive, Oron sends a signal to the Imperials that the New Republic force is there. The New Republic team barely makes it off of the planet. Back at the* Nova*, they learn that the files have been decrypted and that the relic is now in the possession of Ree Shala, a rising smuggling queen. They proceed to the Jaresh system, but their trip is interrupted when they come out of hyperspace in the aftermath of a starship battle, in which Imperial forces used a new heavy ion cannon that is being worked on in secret by one of the warlord factions. The force takes readings of the area then proceeds to Jaresh. The team arrives on Shala's moon, but it is abandoned. Checking her computers, they discover that she is about to, most likely, attack a New Republic*

communications center in the planet Galaan. They return tot he Instigator *and receive a message from Bluuis' assistant, Kiara, telling them to return to the* Nova*, but upon arrival, the* Nova *is not there. They are instead nearly destroyed by another heavy ion cannon attack. They finally make it to Galaan. Once they arrive, Shala pretends to have not been planning an attack and trades information for her escape. The information is that Mahk'khar still has the relic and is planning an attack on Galaan. When Mahk'khar sees their approach (after already attacking), he escapes to the Jandoon system. Shortly thereafter, Mahk'khar arrives in the Jandoon system and prepares to trade the relic to the Dark Jedi Durrei in exchange for Oron's daughter Meela, which he intends to sell into slavery. The team arrives and a battle ensues. Meela and the relic are saved, and Mahk'khar and Durrei are defeated. Back on the* Nova*, Bluuis sends the relic for further study, and issues an immediate arrest order for Kiara, who had sold-out to a warlord (the same one running the tests) and whom had been transferred just the day before to Coruscant. All's well that ends well . . . but the heavy ion cannon project is still out there.*

(***Relic***

- *Imperial and Kaarenth Dissension activity in the Corva Sector increases dramatically.*

(conjecture based on *Counterstrike*)

- *In the wake of the capture of Mahk'khar and destruction of the communications center in Galaan, Captain Bluuis and the New Republic operatives on the* Nova *turn their attention to a growing anti-human sentiment in the Corva Sector, apparently being generated by a fragment from the Empire, originally thought to be part of the Pentastar Alignment, calling itself the Kaarenth Dissension. Bluuis sends a group of agents to Betha II (under the cover of traders heading on the Daranc Run) to seek the source of these anti-human movements. They will attempt, if possible, to use a Drooim-Durtha ShipFinder, taken when Mahk'khar was captured, to track a Kaarenth Dissension vessel to its base. They head for Betha II aboard their ship, the* Surge*, and witness a group of aliens robbing two human traders at blasterpoint. They save the humans, and one turns out to be their contact (to stretch the word), Cev Mananx. The New Republic team then heads or the center of trading, passing by some hostile aliens and a pissy protocol droid (T-11) guarding Docking Bay 3. After an encounter with three Ithorians who believe in their drunken state that the heroes are people who left them for dead at one point in their lives, the group finally makes it to the Lazy Bergruutfa Cantina, where they witness a meeting of quite a few aliens (who are none too friendly) and an apparently expected anti-New Republic speaker, Kaarenth Dissension operative Commander Meres Ulcane. Ulcane convinces the crowd to attack the group, and they make a hasty retreat, but as soon as Ulcane also leaves the planet (his ship was in Docking Bay 3, hence the security), they use the ShipFinder placed on the ship clandestinely to follow it back to the Spawn Nebula. They enter the nebula and find a huge* Death Star*-looking reactor and repair station (a type of non-superweapon Kaarenth Dissension base). Coming aboard as traders, the group makes its way to the station's reactor core, sets some charges, and gets outta dodge before the entire thing explodes. It's just a battle that's been one, not the war when it comes to the Dissension, but it's a start. With new information about the buildup of Kaarenth Dissension forces in the area for an assault on the New Republic, Bluuis contacts Coruscant and is to be sent more reserves to help stop this new threat from becoming a major one.*

(***Counterstrike***)

- *Knowing from her visions that she must be the one to go to the Imperial research facility to save Carl Barzon and meet the mysterious man in her visions, Alex Winger ingratiates herself with Captain Tere Metallo and Gil Crosear of the* Star Quest*, two New Republic operatives under the guise of working for the Imperials.*

They've been hired to take materials to a destination with no known planetoid, so it seems it could be Alex's supposed Imperial center. They head for the destination and it turns out to be Sarahwiee, where the center is located. Once inside the base, Alex and Gil find Barzon and tells him of his son Cord's death. Alex sends Gil to take Carl to safety as she goes to get Carl's notes to keep them out of Imperial hands. When the lift doors open, she is face to face with Luke Skywalker—the man in her visions. He knows she is strong in the Force and has been sharing the visions. They get the research notes, but have to escape to the frozen mountainous region outside. As they are making their escape, the ground gives under them and Alex falls. Luke uses the Force to grab her rope and hold it steady as he tells her to take his hand. She does so, fulfilling the events in the visions, and she is pulled to safety. Luke has come with Page's Katarn Commandos, and the base is about to be destroyed. Using a kiss to make a nosy Imperial think she and Luke are just lovesick kids (like she and Dair Haslip used to do), they make their way back to the other New Republic ships. Knowing now that Luke has shown her that she does *have an attunement to the Force, which opens up great possibilities, Alex leaves with Gil and Metallo, while Luke leaves with Page and the others. Luke promises that they will someday meet again.*

(***Rendezvous with Destiny***)

- *The New Republic is on its way to liberate Garos IV from the Imperials. Alex Winger learns that the actor/Dark Jedi Jaalib Brandl, son of Adalric Brandl, the Dark Jedi who led the attack that killed her grandparents and caused her relocation to Garos IV and adoption by the Wingers, has come to personally lead the evacuation of the Imperial-friendly populace. After meeting Jaalib at a play, Alex is forced to spend time with him, and he comes to, if not like her, then at least identify with her situation as a Force-sensitive. Soon, Chado's Pub, a resistance hangout that portrays itself as an Imperial officer hangout, is bombed. Brandl blames the resistance and orders Alex and Tork Winger into protective custody. Dair Haslip assures Alex that it was not the resistance that destroyed the pub. In custody, Alex reveals her part in the resistance to Tork and then escapes to follow Jaalib into the woods. She confronts Jaalib, who tells her that he is the one who blew up the pub, since he believed it to be an Imperial hangout, which would help him send a message to his Imperial masters that he will no longer be their pawn. To finalize the "message," he intends to kill Tork Winger while he is in Jaalib's "protective" custody. He tells Alex that he led her away to save her. They argue the merits of his actions as the safehouse explodes with Tork inside. Alex and Jaalib head back to the rubble and Alex finds Tork barely alive. To save his life, she follows Jaalib's instructions (against his advice) and calls upon the Dark Side (which is easier than the Light Side) to heal Tork as best she can. Later, in a temporary Imperial base, Alex learns that her adoptive father will live and that Garos IV is being liberated as they speak. Jaalib prepares to vanish into the galaxy's shadows and follow his own dark path, separate from Palpatine's. Alex has learned a lesson in the Dark Side and now must fully face the responsibilities that come with being a Force adept.*

  (***Betrayal by Knight***)
- *The Honoghr Restoration Project begins.*

  (conjecture based on *Specter of the Past*)
- *The Drebble Agreement is created, settling a dispute between archaeologist Garv Drebble (who wants to return stolen items on Wayland to their owners) and the Noghri (who wish to destroy Wayland outright).*

  (conjecture based on *Specter of the Past*)
- *Captain Gilad Pellaeon is promoted to Vice Admiral, in the absence of experienced commanding officers in the Imperial forces.*

  (conjecture based on *Darksaber*)

- *The text file "Why do we fight the Empire?" is released to the holo – media by Mon Mothma in the weeks following the Imperial siege of Caprioril, a New Republic Sector capital. This text file is similar in structure to "The Declaration of Rebellion" and "A Call to Reason" that Mon Mothma released long ago during the formative years of the Rebellion.**

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)*

***NOTE: Chris McElroy puts this during the year 10 ASW4 on *TimeTales*, but since it is a precursor to *Retreat from Coruscant*, which I have placed at the end of 9 ASW4, I include it here.**

- *Battles in the Kaikielius and Metellos systems near Coruscant convince many New Republic strategists that the Empire will take the capital. The search begins for a new command base, and Da Soocha V in the Cyax system was eventually chosen.**

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)*

***NOTE: Chris McElroy puts this during the year 10 ASW4 on *TimeTales*, but since it is a precursor to *Retreat from Coruscant*, which I have placed at the end of 9 ASW4, I include it here.**

- *The one person who still cared about the 'Slave I' was Boba Fett himself, convalescing from his encounter with the Sarlacc. Fett was wary of further contacts with Solo and his Jedi friend Skywalker. So he decided on a new tack; he'd buy the ship back legally. Of course, he couldn't do that without precautions, but he hadn't been doing jobs for galactic big shots without racking up an impressive list of favors. Some credits in the right hands, a few comm signals to the right people, and he was ready to buy the ship as a part of a "surplus liquidation" deal. Dummy corporations, fake ID's and forged requisition forms can be nearly as useful as a thermal detonator in the right circumstances. He got an old employer, Crystalboy, to do some of the middle – man work and within weeks a familiar olive drab hulk was his, free and clear again. Once 'Slave I' was repaired and cleaned up, he took it and stored it in a parking orbit above Nar Shaddaa, where it floats waiting for its master to return. Fett has only begun to collect all that he feels he is owed.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)

- *On Coruscant, Core Courier Service pilot Taryn Clancy and her partner, Del Sato, are trapped on the world when alarms sound. The Imperials, in the wake of Thrawn's defeat, have begun a full assault to retake Coruscant. The planetary shield is up, and Imperials have arrived and begun their attack on the shield. Hoping for answers to when they can get off the planet, Taryn goes to see someone in charge and ends up talking to New Republic General Garm Bel Iblis and Colonel Jak Bremen. They tell her that the New Republic is abandoning the planet in order to hopefully save some of the populace from more Imperial attacks. They will rendezvous with other New Republic fleets, but with communications scrambled, they need courier vessels to take datacards with rendezvous coordinates to the scattered New Republic forces. They want Taryn and Del to take Bremen with them and carry one of the datacards to New Republic forces. Bremen is wary and would rather just confiscate Taryn's ship, the* Messenger*, but Bel Iblis pushes for Taryn and Del to stay aboard their ship and simply act to help the government. When the shield is finally deactivated, the* Messenger*, with the three aboard, leaps into hyperspace and safety in the midst of the Second Battle of Coruscant. They make it a fair distance from Coruscant, but are pulled from hyperspace by the Interdictor cruiser* Requital *and boarded by Commander Voldt and stormtroopers. Taryn tells Voldt that they were on their way to Coruscant for a delivery, but when they saw the fighting, they turned back around and headed for their next stop. Voldt finds nothing to*

negate this story, so he allows them to go on their way. Upon reaching where they are supposed to meet a New Republic fleet, they find nothing until a Skipray Blastboat bearing Mara Jade arrives. Mara tells them that the fleet is lagging behind and to head for new coordinates. Bremen is suspicious of Mara, which he believes is justified when an Imperial cruiser appears and attacks. Mara covers their escape to the new coordinates. Upon arrival, they learn that the Mara was telling the truth. The fleet is there and ready to receive the datacard. The Imperials hadn't been tipped off by Mara, but rather had followed a tracking device the Imperials under Voldt's command had put in one of their crates. Bremen has been impressed with Taryn's performance, and while Del is ready to retire, Bremen asks Taryn if she's interested in joining the New Republic as a pilot. She says she'll think about it.

(***Retreat from Coruscant***)

- *Rivoche Tarkin documents the conflicts between the New Republic and Imperial remnant forces on Coruscant.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, paraphrased)
- *After the New Republic retreats from Coruscant, a formal ceremony is held by the Empire to reconsecrate the capitol world as Imperial. This earns General Balan a triumphal parade and fame across Imperial space.*

  (conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)
- *Del Sato retires from the Core Courier Service.*

  (conjecture based on *Retreat From Coruscant*)

The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

Mission to Zila (AJ3 short story: Charlene Newcomb)

The Trap (AJ6 short story: Gary Haynes)

The Trap (AJ6 short story: Gary Haynes)

The Thrawn Trilogy (novel trilogy: Timothy Zahn)

Heir to the Empire (novel: Timothy Zahn)

Chapters 1 – 32

The Thrawn Trilogy Comic Adaptation (comic trilogy: Mike Baron & Timothy Zahn)

Heir to the Empire (comic series: Mike Baron & Timothy Zahn)

Heir to the Empire, Part I (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part II (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part III (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part IV (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part V (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part VI (comic: Mike Baron & Timothy Zahn)

The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

Shadows of Darkness (AJ4 short story: Charlene Newcomb)

The Thrawn Trilogy [continued] (novel trilogy: Timothy Zahn)

Dark Force Rising (novel: Timothy Zahn)

Chapters 1 – 29

The Thrawn Trilogy Comic Adaptation [continued] (comic trilogy: Mike Baron & Timothy Zahn)

Dark Force Rising (comic series: Mike Baron & Timothy Zahn)

Dark Force Rising, Part I (comic: Mike Baron & Timothy Zahn)

Dark Force Rising, Part II (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part III (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part IV (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part V (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part VI (comic: Mike Baron & Timothy Zahn)
Stand at Bhir'khi Pass (AJ9 short story: Timothy O'Brien)
Stand at Bhir'khi Pass (AJ9 short story: Timothy O'Brien)
The Thrawn Trilogy [continued] (novel trilogy: Timothy Zahn)
The Last Command (novel: Timothy Zahn)
Chapters 1 – 27
The Thrawn Trilogy Comic Adaptation [continued] (comic trilogy: Mike Baron &
Timothy Zahn)
The Last Command (comic series: Mike Baron & Timothy Zahn)
The Last Command, Part I (comic: Mike Baron & Timothy Zahn)
The Last Command, Part II (comic: Mike Baron & Timothy Zahn)
The Last Command, Part III (comic: Mike Baron & Timothy Zahn)
The Last Command, Part IV (comic: Mike Baron & Timothy Zahn)
The Last Command, Part V (comic: Mike Baron & Timothy Zahn)
X-wing [continued] (novel series: Michael A. Stackpole & Aaron Allston)
Isard's Revenge (novel: Michael A. Stackpole)
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The Last Command [continued] (novel: Timothy Zahn)
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The Thrawn Trilogy Comic Adaptation [continued] (comic trilogy: Mike Baron &
Timothy Zahn)
The Last Command [continued] (comic series: Mike Baron & Timothy Zahn)
The Last Command, Part VI (comic: Mike Baron & Timothy Zahn)
Blaze of Glory (AJ8 short story: Tony Russo)
Blaze of Glory (AJ8 short story: Tony Russo)
X-wing [continued] (novel series: Michael A. Stackpole & Aaron Allston)
Isard's Revenge [continued] (novel: Michael A. Stackpole)
Chapters 2 – 38
Relic (AJ6 short story: George R. Strayton)
Relic (AJ6 short story: George R. Strayton)
Mahk'khar's Palace
The Loremaster
Silent Welcome
Enter the Empire
Imperial Interlude
Shala's Moon
Assault on Galaan
The Exchange
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Counterstrike (AJ8 short story: George R. Strayton)
Counterstrike (AJ8 short story: George R. Strayton)
The Delivery
The Infection Spreads
Heading Into Betha Starport
The Personal Supply Shop--Level One, West Cliff
Starship Supplies--Level Two, East Cliff
Lazy Bergruufta Cantina--Level Three, East Cliff
Blast Out of Betha

Into the Nebula
The Shipyard's Heart
The Clock is Ticking . . .
Epilogue

The Adventures of the Turhaya, Ross, Winger, and Brandl Families [continued] (AJ/TFTE/TFTNR short stories: Charlene Newcomb & Patricia A. Jackson)

Rendezvous with Destiny (AJ6 short story: Charlene Newcomb)
Betrayal by Knight (AJ12 short story: Charlene Newcomb)

Retreat from Coruscant (AJ7/TFTE short story: Laurie Burns)

Retreat from Coruscant (AJ7/TFTE short story: Laurie Burns)

10 ASW4

- *Gavin Darklighter meets social worker Sera Faleur while going through adoption proceedings for two young orphan boys who had been living near the Rogue Squadron barracks during the Thrawn crisis.*
  (conjecture based on *Onslaught*)
- *The Alliance War Museum begins petitioning Han Solo to allow the* Millennium Falcon *to be put on display. Of course, Han refuses.*
  (conjecture based on *Hero's Trial*)
- *The A-9 Vigilance Interceptor enters the Imperial starfleet.*
  (conjecture based on *Star Wars Encyclopedia*)
- *The E-wing starfighter enters the New Republic starfleet, along with the R7-series astromech, though neither is truly ready for full-scale combat.*
  (conjecture based on *Star Wars Encyclopedia* and *The History of R-Series Astromech Droids*)
- *After a swift assault on Coruscant, Imperial Warlords consolidate power over Coruscant. The New Republic leadership makes use of Project: Haven and heads for Pinnacle base on Da Soocha, while the Imperials begin fighting amongst themselves for power, throwing Coruscant into civil war.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Dark Empire Sourcebook")
- *Now that the final victory over the Alliance seemed inevitable, the factions of the old Empire tried to establish a government. The Old Republic had endured many calamities, and yet survived them all. Until the collapse of order that spawned the Empire itself, the Republic had survived for millennia against disasters, plagues, wars and betrayals. Surely the Empire could shake off its lethargy and restructure itself to the coming times. Suspicious to the point of paranoia, the Emperor had always scrupulously avoided any delegation of power. Major decisions made by ministers or advisors had to be personally ratified by his chosen servants, usually Grand Vizier Sate Pestage. He allowed, even cultivated, the rivalries of his ministers, warriors and bureaucrats. What none had dared speak in more than a whisper in years past was nor a topic of open debate among the ruling bodies of the Empire. The most important officials in the government, Imperial Advisors like Ars Dangor, blithely suggested the new ruler be selected from their ranks by election. All the Advisors would convene in the old Senate building on Coruscant and, in secret negotiation, would select a ruler and crown him. They would then sit in as a legislative body, overseeing the new ruler's decisions. The Moffs and Grand Moffs, front line governors of the realm, approved… with a single caveat: they must be allowed to join the convocation. They further suggested participants get a number of votes equal to the number of worlds they controlled. Realizing this would stack the odds in favor of the governors, the advisors politely demurred. None of this sat well with the COMPNOR leadership. Wealthy party functionaries and corrupt officials, they*

were out for themselves as much as anyone, and exploited the fervor of their supporters. These followers were CompForce chiefs and other New Order purists in the government. As far as the "true believers" were concerned, the Empire was the New Order, and to make any decision based on political convenience was nothing short of treasonous. They demanded litmus tests of ideological purity. Most intransigent of them all were the officers of the Inquisitorius. Charged with rooting out all that smacked of the old ways during the Great Purge, they had long since outlived any usefulness. Though a new Grand Inquisitor hadn't been appointed since Lord Tobin died in an accident on Weerden, they were unaware of their unpopularity. They felt prosecuted by COMPNOR, military and advisors' operatives, believing them secretly beholden to Rebel interests. They resented the independence of the military and staged show trial after show trial to cow resistance. Meanwhile, the navy and army had quite different opinions. It had always been they who had maintained the Empire, by force when necessary, so who better to rule than those who controlled that power? Realizing how useless a direct claim to the throne would seem with the war still raging, they appointed themselves kingmaker, even if they had to turn the power at their command against their fellows. Grand Admiral Thrawn's huge success was limited to retaking territory, not uniting the Empire itself. Instead of reuniting the disparate elements of the Empire, the unfinished victory only served to push them farther apart. With victory almost within reach, the stakes were suddenly that much higher and the potential for bloodshed had risen proportionately. The navy demanded the right to pick a new Grand Admiral from the chain of command and continue as planned. Of course, the army demanded a say in the matter as well. In response, the bureaucracy claimed the warlord's defeat invalidated this claim and had crippled the offensive. With regional armies and CompForces at their disposal, they felt confident enough to rattle their weapons. Finally, after months of political maneuvering, the standoff ended. The inevitable occurred, as tensions escalated and violence exploded. The remnants of the Empire were now engaged in a full – scale civil war. No one is sure how or why, but fleets bombarded rival worlds from orbit, destroying whole planets. Unlike the attacks by the New Republic, which avoided wholesale destruction of property and lives, no such mercy was granted by Imperials. What side you supported even determined what the conflict was called, much as the war against the Empire had gone by many names: "Rebellion" to the rulers, the "Galactic Civil War" to the insurgents. Most outsiders called this conflict "The Imperial Civil War". COMPNOR / ISB purists called it "The War of Purification", while those opposing the militarists began calling it "The Mutiny". Most just referred to it as the "Time of Destruction". Perhaps the most interesting aspect was the role played by those who still maintained a link to the Dark Side. Though the opportunity existed, none of them made any sort of claim on power. Most believed the supporters of the Dark Side dead or sufficiently discredited, and most of the contenders preferred it that way. Since the Emperor had given his two major secret police agencies overlapping authority, they fought constantly. Imperial Security Bureau (ISB) and the Ubiqtorate of Imperial Intelligence even assassinated each other's operatives on a regular basis. Now, with full – scale war raging, their tenuous truce collapsed. Imperial Intelligence published proscription lists naming "enemies". Partisans were offered incentives to betray and assassinate their fellows, and by doing so gain possession of their property. Initially very successful, this method of operation was duplicated by ISB, and eventually by others as the sides splintered further. Seeing a window of opportunity, the New Republic pressed its advantage to the fullest, sending its captured Star Destroyers to stir up even more trouble. But no one, not even the numerous pretenders, could see that the Mutiny was not an accident. It was being allowed to happen, all involved manipulated by some unseen and unknown player.

(conjecture based on *Star Wars: The Roleplaying Game*—"Dark Empire Sourcebook" via *TimeTales*, verbatim)

- *When Mara Jade decides to continue her Jedi training, Talon Karrde loans her the* Shrike*, a modified Incom Alpha-52 prototype never developed for the open market. She seeks out Jedi Knight Kyle Katarn, who agrees to train her.*
  (conjecture based on *Jedi Knight: Mysteries of the Sith* via *TimeTales*, verbatim)
- *A star in a system Boba Fett has never heard of goes nova, destroying an entire species, but the event generates less attention than the destruction of Alderaan*
  (conjecture based on *The Last One Standing: The Tale of Boba Fett*)
- *On Altyr 5, Kyle Katarn trains Mara Jade (using her original purple lightsaber, if anyone is interested) in the ways of the Force. The base comes under attack by Imperial asteroid weapons, but Kyle manages to disable the asteroids. The New Republic forces abandon the base on Altyr 5. Kyle will not go with them, though, because he wishes to check out Sith temple ruins on Dromund Kaas. Mara remains with the fleet. The New Republic assigns her to visit Ka'pa the Hutt to procure weapons for the government, but to receive the weapons, she must recapture items of Ka'pa's that have been stolen by his rival, Takara. She does so, and then blackmails Ka'pa, who makes the weapons and supplies a "gift" to the New Republic.*
  (***Jedi Knight: Mysteries of the Sith***)
- *Several worlds break off from the galaxy at large, forming the Botor Enclave and the Dewferm Selfhood States.*
  (conjecture based on *Star Wars Encyclopedia*)
- *On Coruscant, the New Republic Star Destroyer* Liberator *is shot down. It carries a team of New Republic forces, including Luke Skywalker, R2-D2, Wedge Antilles and Lando Calrissian. Han Solo, Leia Organa Solo, Chewbacca, and C-3PO arrive in the* Millennium Falcon *to save their friends, only to be told that Luke will remain on the planet. He had found records of Palpatine's forays into the Dark Side and senses that he must remain on the planet to meet his destiny. The others leave, just as Luke and R2-D2 are swallowed by a Dark Side Force Storm. As fearsome World Devastators are unleashed on Calamari, Luke is transported to Byss (deep in the Galactic Core) to meet* Emperor Palpatine*. Palpatine survived his seeming destruction at Endor and used the Dark Side to enter a clone body. The new body is already decaying to the point where he looks much like he did at Endor, but the new body does nothing to tone down his evil. He tempts Luke with the secrets of the Dark Side, and Luke, believing that he must challenge the Dark Side from within, agrees to take Vader's place at Palpatine's side--his father's destiny is his own. On Da Soocha, Leia senses that Luke has been lost and Han tells Chewie to prepare for a rescue mission. On Calamari, Lando and Wedge arrive leading the New Republic fleet, but they are being sorely beaten by the World Devastators. On Da Soocha, Leia receives a vision of Darth Vader, whose visage is replaced by Luke's, followed by a warning from Palpatine that Luke is lost to the Dark Side. Han, Leia and Chewie head to Nar Shaddaa to procure a vessel that is authorized to make Deep Core runs. They finally meet up with Shug Ninx and Salla Zend. They will pay for the usage of the* Starlight Intruder *with power couplings from Han's long-unused apartment. As Leia and Han head there, they encounter Vima-Da-Boda, who gives Leia an ancient lightsaber. At Han's apartment, they are assaulted by Boba Fett and Dengar, who wish to take them to the Hutts for a high bounty. They manage to escape and, with the* Millennium Falcon *in tow, the* Starlight Intruder *heads for Byss. On Calamari, one of the devastators is destroyed from within, through commands direct from Supreme Commander Skywalker. Leia, Han, Chewie and C-3PO finally make it to the Emperor's stronghold on Byss and confront Luke. Palpatine strikes Leia with Force Lightning, knocking her unconscious, and the heroes are taken prisoner. Shortly*

thereafter, Leia is shown Palpatine's holocron, which she steals as she escapes from his chambers. Elsewhere in the base, Luke receives a new and improved robotic hand to replace his earlier model. Leia arrives in the room and all of them--Han, Leia, Luke, Chewie, R2-D2 and C-3PO head for the Millennium Falcon*. En route from Byss, Luke tells them that R2-D2's memory banks now hold the codes necessary to destroy the World Devastators. He then reveals that "he" is an illusion and he is truly still on Byss. On Byss, Luke confronts Palpatine in his cloning chamber. Palpatine chooses that moment to destroy his current, decaying, body and to pass into a new, younger clone body. Before he can enter a body, Luke destroys all but one clone, which Palpatine then enters. Palpatine grabs a lightsaber from one of his displays and duels Luke into submission. On Calamari, the World Devastators are defeated, but soon after, Palpatine, aboard his Eclipse-class Star Destroyer, informs the New Republic that all he wants is Leia and the holocron and he will leave the New Republic alone. Leia heads for the* Eclipse*, where Palpatine tells her that he desires to have his consciousness enter the body of her unborn child. Palpatine orders Luke to subdue his sister and the two duel, until Leia's words turn Luke back to the Light Side and Luke duels Palpatine, cutting off Palpatine's left hand. The Emperor, enraged, creates a Force Storm to destroy Da Soocha, which they are orbiting. Together, Luke, Leia, and the unborn Solo child turn the storm on the* Eclipse *and escape as the ship and that incarnation of the Emperor are destroyed.*

(***Dark Empire***)

- *Privateer activities escalate as many pirates take advantage of the newly renewed struggle between the New Republic and an actual coherent Imperial force (as it were).*

  (conjecture based on *Rebel Privateers*)
- *Leonia Tavira begins to be seen in conjunction with Invid pirate activities.*

  (conjecture based on *I, Jedi*)
- *Industrial Automaton's board splits on whether or not to continue supporting the New Republic. Nevertheless, work continues on the early designs for R8-series astromechs.*

  (conjecture based on *The History of R-Series Astromech Droids*)
- *The Mantis Syndicate, allied with the Sarin sector's Imperial High Lord Jaris Affric, becomes involved in warfare in the Sarin Sector. As Affric increases his use of the Syndicate, he runs up a large tab, which the Syndicate's leader, Lady Mantis, does not tolerate. The Syndicate's bounty hunters are pulled out of the conflict, and Affric gives in and declares loyalty to the New Republic. Affric loses much of his influence, but remains a free man, instead of a war criminal, which was his intent.*

  (conjecture based on *Special Military Unit Intelligence Update*)
- *General Wessel (working with Royal Guardsman Carnor Jax) presents a plan to the Imperial Ruling Council. They then speak with the Emperor's physician and move him to sabotage Palpatine's clone tanks to ensure that al future clones would be substandard. At about the same time, many clone tanks are destroyed by Sa-Di, a Dark Side Adept.*

  (conjecture based on *Crimson Empire* and *Dark Empire II*)
- *Gorga the Hutt has fallen in love with Anachro the H'unn, daughter of his rival, Orko the H'unn. To secure Orko's blessing to a marriage of Gorga and Anachro, Orko sends Boba Fett after Orko's enemy, Bar-Kooda. Boba Fett manages to catch another individual, Wim Magwit, the Magician, and uses him to get to Bar-Kooda. Magwit had once worked for Bar-Kooda and wishes to free his family from the pirate. He returns to Bar-Kooda's flagship, the* Bloodstar*, and smuggles Fett aboard. When Magwit is forced to perform his magic ring trick (using a ring that acts in conjunction with another field to create a short range matter transmitter), Fett confronts Bar-Kooda, killing him. Magwit, Fett, and Magwit's family flee*

aboard Slave I *as the ship's hold depressurizes and is destroyed. Fett takes Bar-Kooda to Gorga, who has dinner with Orko and Anachro. He proposes marriage to Anachro and gives Orko Bar-Kooda on a platter (literally) as a show of good faith.**

(***Boba Fett: Death, Lies, and Treachery*—"Bounty on Bar-Kooda"***)**

***NOTE: See note under *Boba Fett: Death, Lies, and Treachery*—"Murder Most Foul."**

- *Gorga the Hutt and Anachro the H'unn are married.*

  (conjecture based on *Boba Fett: When the Fat Lady Swings*)

- *Anachro the H'unn is kidnapped. Gorga the Hutt sends Boba Fett to save her. At about the same time, Bar-Kooda's brother, Ry-Kooda, learns of his brother's death and heads out after Fett for revenge. Fett finally frees Anachro on Skeendu, but is attacked by Ry-Kooda. Fett "brings the house down" (literally) on Ry-Kooda and escapes. Anachro and Gorga are reunited.**

(***Boba Fett: Death, Lies, and Treachery*—"When the Fat Lady Swings"***)**

***NOTE: See note under *Boba Fett: Death, Lies, and Treachery*—"Murder Most Foul."**

- *Gorga the Hutt hires Boba Fett to kill his father-in-law, Orko the H'unn. After Fett leaves, however, he learns that his wife, Anachro the H'unn is pregnant and wishes to call Fett off. Hutt catches up with Gorga, who decides to pay Fett more than his fee to let him live. Then Ry-Kooda, having survived being buried by the majority of a building, arrives to kill Fett. Fett finally kills Ry-Kooda and receives his pay from Gorga. Everyone wins . . . well, except for Ry-Kooda (who is dead) and Ry-Kooda's little lizzling brother, who swears revenge on Fett.**

(***Boba Fett: Death, Lies, and Treachery*—"Murder Most Foul"***)**

***NOTE: I have moved these stories from the "traditional" placement they were given in the Dark Horse Comics company timeline to where they are placed according to the *Essential Chronology*. The reasoning, suggested by ChronoNet partner Rob Mullin, for Anderson and Wallace to have placed it before DE2 instead of after is the inclusion of *Slave I* in the Fett comics, while it appears to have finally met its end in DE2. As the Dark Horse internal timeline has been notorious for incorrect dating (placing *Fall of the Sith Empire* ten years after *Golden Age of the Sith* when they are concurrent; placing *Dark Lords of the Sith* six years after *The Freedon Nadd Uprising*; and placing *The Sith War* two years after *Dark Lords of the Sith* when the opening text of *The Sith War* specifically states a six month gap between the stories), I have chosen to go by the dating Anderson and Wallace have used in the more recent materials.**

- *Jedi Master Luke Skywalker faces off with Dark Jedi Kam Solusar on Nespis VIII, finally turning him to the Light Side and taking him on as an ally and Jedi student.**

  (conjecture based on *Dark Empire Collection* audiobook)*

***NOTE: This *would* have been covered by Tom Veitch's *Lightsider* graphic novel, but that project was cancelled. To date, the only version of this encounter that exists is that on the *Dark Empire II* section of the *Dark Empire* audiobook(s).**

- *Operation Shadow Hand begins, with Dark Side Adepts, trained by Palpatine and currently lead by Executor Sedriss, begin to retake the galaxy for the Empire. They attack Balmorra to secure war droids, but are forced to negotiate for them. Luke Skywalker and Kam Solusar arrive at Pinnacle Base on Da Soocha. Kam is introduced to Leia Organa Solo. The New Republic is planning to work with Governor Beltane of Balmorra to smuggle a force onto Byss with a shipment of war droids to take out the Empire's heart. At the same time, Leia, Han, and Chewbacca will head to Nar Shaddaa to find Vima-Da-Boda and Luke and Kam will head for the planet Ossus, former training center for Jedi during the days of the Old Republic around the time of the Sith War. On Byss, Nefta and Sa-Di, Dark Side Adepts, are killed by Sedriss for destroying the Emperor's cloning tanks and Palpatine reveals himself to be alive and well in another new clone body. The* Millennium Falcon *group makes it to Nar Shaddaa. They narrowly escape Boba Fett, but do manage to find Vima. At about the same time, Shug Ninx and Salla Zend discover another giant Imperial superweapon being built--the Galaxy Gun, capable of firing projectiles through hyperspace. On Ossus, Luke and Kam save Jem and Rayf Ysanna and are attacked by their tribe until the tribe realizes they*

are Jedi. Sedriss and Dark Side Lieutenant Vill Goir arrive and attack Luke and Kam. Kam kills Goir and Sedriss takes Jem hostage, only to be killed in the final heroic act of Myrkr-native Jedi (turned tree) Ood Bnar. They then discover the buried lightsabers and other artifacts buried by Ood and Jem, Rayf, Luke, and Kam raise the lightsabers to the sky--a salute to a future Jedi order. As they depart from Ossus, Palpatine arrives aboard the Galaxy Gun. At Nar Shaddaa, Boba Fett chases the Falcon *into a radioactive gas cloud where the heroes meet Empatajayos Brand and his Ganathan space station. Brand is a Jedi and agrees to leave with them after repairing the* Falcon*. On Byss, the invasion begins and the New Republic forces are nearly destroyed until Salla Zend, Shug Ninx, and other smugglers arrive to help. Near Nar Shaddaa, the* Falcon *and her crew leave the gas cloud and use a newly installed lightning gun to disable Boba Fett's ship and send him into the gas cloud. Aboard the* Jedi Explorer*, bound for Da Soocha, Luke and Jem fall for each other. Elsewhere, the* Falcon *lands on New Alderaan and Han and Leia are reunited with their children. At the same time, Luke and company witness a projectile from the Galaxy Gun destroy Pinnacle Base and Da Soocha. (Luckily, the New Republic forces had already left the base for a new location.) Luke and the others arrive on New Alderaan and the groups catch each other up on their adventures. Dark Siders then arrive on New Alderaan and poison Luke. They then kill Jem. Leia, Brand, Rayf, and Kam manage to defeat the attackers and Luke's life is saved from the poison. They must all then leave New Alderaan as the Empire attacks. Along with the forces returning from Byss and the smugglers, they make their way from New Alderaan to Nespis VIII, the newest New Republic base. Shortly thereafter, Leia gives birth to Anakin Solo, and Luke receives a vision of a future in which Anakin, Jaina, and Jacen will be among the front lines of a new order of Jedi Knights, restoring peace and justice to the galaxy.*

(***Dark Empire II***)

- *The leader of the Gama-Senn people, a humanoid alien species, pledges his system's allegiance to the reborn Emperor after witnessing a demonstration of Palpatine's devastating Galaxy Gun.*

  (conjecture based on *Empire's End* via *TimeTales*, verbatim)
- *Grand Moff Ardus Kaine is killed as part of Operation Shadow Hand.*

  (conjecture based on *The Essential Chronology*)
- *Escorting the holocron from Pinnacle Base (now destroyed) to a new location, Mara Jade's vessel is attacked by a group of pirates led by Kaerobani. She manages to defeat them and reclaim the holocron. She then heads for Dromund Kaas to find Kyle Katarn, who has fallen to the Dark Side. She confronts him and he defeats her in a lightsaber duel, but he cannot bring himself to kill her. The turmoil caused by that decision, along with Mara's words, brings him back from the Dark Side and the two depart from Dromund Kaas.*

  (***Jedi Knight: Mysteries of the Sith***)
- *After the debacle on Dromund Kaas, Kyle Katarn steps back from his Jedi lifestyle, entrusting his lightsaber to Luke Skywalker, vowing to never use it again.*

  (conjecture based on LucasArts website information about *Jedi Outcast: Jedi Knight II*)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Mysteries of the Sith (video game: Stephen R. Show)

Kyle Katarn

Journeyman

Assault at Altyr 5

New Republic Base on Altyr 5

Asteroid Crust

Charge

Assault on Altyr 5 [continued]
Asteroid Core
Disciple
Assault on Altyr 5 [continued]
Self-Destruct and Escape
Mara Jade
Learner
Ka'pa the Hutt's Palace
Katraasii Space Port
Katraasii Space Port, Part B
Apprentice
Takara's Stronghold

The Dark Empire Cycle (comic trilogy: Tom Veitch)

Dark Empire (comic series: Tom Veitch)
The Destiny of a Jedi (comic: Tom Veitch)
Devastator of Worlds (comic: Tom Veitch)
The Battle for Calamari (comic: Tom Veitch)
Confrontation on the Smugglers' Moon (comic: Tom Veitch)
Emperor Reborn (comic: Tom Veitch)
The Fate of a Galaxy (comic: Tom Veitch)

The Dark Empire Audio Dramatization Cycle (audio drama series: John Whitman)

Dark Empire (audio drama: John Whitman)

Boba Fett: Death, Lies, and Treachery (comic series: John Wagner)

Bounty on Bar-Kooda (comic: John Wagner)
When the Fat Lady Swings (comic: John Wagner)
Murder Most Foul (comic: John Wagner)

The Dark Empire Cycle [continued] (comic trilogy: Tom Veitch)

Lightsider (cancelled graphic novel: Tom Veitch)*

***Production has been cancelled on this project by Dark Horse Comics, but the redemption of Kam Solusar was written into the *Dark Empire II* audio book released by Time Warner. It is *not* the method of redemption that was planned to occur in *Lightsider*, but it filled in the hole left by *Lightsider*'s cancellation.**

Dark Empire II (comic series: Tom Veitch)
Operation Shadow Hand (comic: Tom Veitch)
Return to Nar Shaddaa (comic: Tom Veitch)
World of the Ancient Sith (comic: Tom Veitch)
Battle on Byss (comic: Tom Veitch)
The Galaxy Weapon (comic: Tom Veitch)
Hand of Darkness (comic: Tom Veitch)

The Dark Empire Audio Dramatization Cycle [continued] (audio drama series: John Whitman)

Dark Empire II (audio drama: John Whitman)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Knight: Mysteries of the Sith [continued] (video game: Stephen R. Show)
Mara Jade [continued]
Journeyman
New Republic Escort Ship
Orbiting Ship Yards
Charge
Kaerobani's Base
Disciple
Dromund Kaas Swamp
Sith Temple
Jedi Knight

Sith Temple Catacombs

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- *The Galaxy Gun's fourth firing destroys a New Republic troopship. All is not well in the Empire, however, as Palpatine's health begins to fail, due to the clone's sabotage. On Nespis VIII, the New Republic base is blasted by the Galaxy Gun, but the torpedo does not explode. The heroes evacuate just in time, as another Galaxy Gun shot destroys the planet. Aboard the Galaxy Gun, Palpatine is informed that this is his last clone body and anger only hastens the deterioration. He decides that he must restore his clones or find a new Jedi body. He leaves the Gun aboard the* Eclipse II. *Luke Skywalker, Rayf Ysanna, Kam Solusar, and Empatajayos Brand head for Ossus to learn more Jedi secrets, but Imperials have already taken three Ysanna shamans for clone testing. The shamans are taken to Vjun and the Jedi follow them there. In the ensuing battle, Dark Side Adept Xecr Nist and his fellow Imperials are defeated, but the shamans are found frozen in carbonite--with Palpatine the only one who can free them. Palpatine travels to Korriban to the ruins of the Sith temples there, and is told by the Sith Lord spirits to seek out Anakin Solo and inhabit his body. Leia goes into hiding on Onderon, but Palpatine tracks her there. As a New Republic team attacks the* Eclipse II, *Leia is attacked by Palpatine on the surface. In the struggle, Palpatine kills Rayf and is shot by Han Solo, forcing him to enter a new body. His spirit tries to enter Anakin, but Brand manages to trap the Emperor's spirit within himself then allows himself to die, taking Palpatine with him. Finally, the heroes escape as, over Byss, the sabotaged* Eclipse II *crashes into the Galaxy Gun, destroying it, but allowing it to release one last projectile, which destroys Byss. Shortly after things settle down, the New Republic returns to its rightful capital, Coruscant, and Vima-Da-Boda mysteriously vanishes.*
  (***Empire's End***)
- *Jeng Droga, having warned Palpatine not to go after Anakin Solo on his own, races to Onderon to save his master, but is too late. In grief, he returns to Kaal, hoping to someday serve the Emperor anew, if he can find his way somehow back to the land of the living yet again.*
  (conjecture based on *The Emperor’s Pawns*)
- *In the wake of the conflict with the Emperor Reborn and the return of the New Republic to Coruscant, the New Republic governmental hierarchy is more clearly defined. Instead of a Provisional Council with Chief Councilor, Mon Mothma is deemed Chief of State and President of the Senate, while Leia Organa Solo is Minister of State. The new titles and structure will clarify matters of stability and governmental policy.*
  (conjecture based on *The Essential Chronology*)
- *In the wake of Palpatine's death, Palpatine's captured physician tells the New Republic that he sabotaged the clones under orders from Royal Guardsman Carnor Jax. Another Royal Guard, overhears this confession and tells his fellow Royal Guards. The guards are then attacked by stormtroopers under Jax's orders, and only Kir Kanos and Kile Hannad survive into the final moments. They flip a coin, which results in Hannad remaining to cover Kanos escape, so that Jax can be brought to justice. In the meantime, Jax continues to gain power over the Imperial Ruling Council, now back in power with Palpatine's death.*
  (conjecture based on *Crimson Empire* #0)
- *A team lead by Dr. Ils Ee arrives on Asation to study the Gree. When Sharka’k dies, a device known as the Sharka’k’ Noor is to be transferred to the possession of the Te Hasans Gree, but Ee steals it before it can be transferred. Ee escapes to Tujiamoor, where he soon begins experimenting with the Noor, causing the volcanic Talecalle chain to begin erupting for the first time in 3,000 years.*
  (conjecture based on *From the Files of Corellia Antilles*)

- *With the return of the New Republic to Coruscant, recovery efforts begin for dangerous artifacts. A leading expert on this topic, Dr. Corellia Antilles, delivers a lecture on these artifacts to department heads and interested parties at the Galactic Museum.*

  (***From the Files of Corellia Antilles***)
- *In the wake of the Second Battle of Coruscant, General Wedge Antilles is ordered to restructure Rogue Squadron yet again, this time to incorporate more than just X-wings. Wedge's argument that the purpose of the squadron would be compromised was met with opposition from those who said that the success of the new multi-starfighter squadron would be enhanced if it bore the name Rogue Squadron. Wedge reluctantly agrees, but decides to command the new Rogue Squadron from afar. He takes command of the* Lusankya *and uses it as a base of operations for the squadron, which now has over 100 starfighters of various makes and models available to it.*

  (conjecture based on *Crimson Empire Handbook*)
- *The Solo children are taken to Anoth for their own safety.*

  (conjecture based on *Jedi Search*)
- *As Carnor Jax's forces hunt for Kir Kanos (and meet with nasty results at the hands of Kanos' booby traps on Zaddja), Kanos makes his way to Phaeda. He is tracked there, and he must escape with the help of Tem Merkon, Sish Sadeet, and Mirith Sinn, New Republic forces. Merkon betrays them as they arrive at the New Republic base. An Imperial force commanded by Colonel Shev, against Jax's orders, attacks. Kanos dons his Royal Guard armor and battles the Imperials. The New Republic forces win the engagement, leaving Shev to deal with Jax's rage when he arrives. Jax arrives and has Shev killed, as the New Republic group falls back to their base at Collo Fauale and Massimo executes Merkon for his treachery. Shortly thereafter, Mirith is captured in Kanos' stead and tortured, as Jax tries to learn Kanos' location. He bombs her comrades' base as well, finally prompting her to tell him that Kanos has left for Yinchorr--the Royal Guard training world. Jax sets out in his Star Destroyer,* Emperor's Revenge*, for Yinchorr. Before the remaining forces can destroy the other New Republic forces on the planet, Rogue Squadron arrives (on their first mission as the restructured force), led by General Wedge Antilles aboard the New Republic Super Star Destroyer* Lusankya*. Aboard the* Emperor's Revenge*, Jax boards his shuttle and heads for Yinchorr's surface, as a captured TIE supposedly belonging to Kanos self destructs, taking the Star Destroyer with it. Kanos takes out Jax's landing force of Dark Force Elite Stormtroopers, finally meeting Carnor Jax at his old training ground. The two duel fiercely as Mirith Sinn and Sadeet, newly-arrived on Yinchorr, take out snipers set up by Jax to kill Kanos, just in case the duel goes badly. Mirith and Sadeet try to stop Jax when Kanos is nearly knocked out, but Jax uses the Dark Side to take Sadeet's weapon. Kanos strikes, bringing Jax to his knees. Then, against the wishes of Mirith and Sadeet, Kanos carries out a sentence of death on Jax. Sadeet tries to stop him, and Kanos kills him in self-defense. Kanos leaves Yinchorr to wreak havoc on the Imperial Ruling Council who worked with Jax to sabotage Palpatine's clones as Mirith vows revenge against Kanos for Sadeet's death.*

  (***Crimson Empire***)
- *The Imperial Interim Ruling Council takes power in the wake of Carnor Jax's death and increases the bounty on Kir Kanos.*

  (conjecture based on *The Bounty Hunters: Kenix Kil*)
- *As the Imperial Ruling Council takes back the power it had lost to Carnor Jax, the Council turns on Jax's confederate, Sarcev Quest, torturing him and dumping him on Nar Shaddaa.*

  (conjecture based on *The Emperor's Pawns*)

- *Iella Wessiri, a New Republic Intelligence operative and Corran Horn's ex CorSec partner, manages to procure a safe - house on Coruscant for Corran and his wife, Mirax, to use as a temporary home.*
  (conjecture based on *I, Jedi* via *TimeTales*, verbatim)
- *With the Galaxy Gun threat over, the New Republic takes the few ixlls that were taken from Da Soocha V during the evacuation to an uninhabited moon of Endor, hoping to help the species survive extinction.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Herg, an arrogant young man, and a native of Coruscant, becomes a student of galactic history under the tutelage of Voren Na'al. Despite his chosen field of study, Herg was not very interested in history unless it was spectacular and didn't involve research. Another of Voren's students, Tipn Pollo, a Devaronian, dreamed of one day meeting the heroes of the Battle of Yavin, just as Na'al had done. Na'al chose Tipn to revisit the events surrounding Thrawn's rise and defeat. Na'al also asked Tipn to accompany him on a fact – finding mission to Exocron.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Thrawn Trilogy Sourcebook" via *TimeTales*, verbatim)
- *Kir Kanos heads for Baramorra, running from the Imperial Interim Ruling Council and bounty hunters. Upon arrival he meets a young boy who is working on a modified X-wing, hoping to travel the stars one day. He admires Kanos' Skipray and mentions that the only thing left to have for his X-wing is an astromech. Kanos learns from the locals that the nephew of Imperial Interim Ruling Council Member Admiral Banjeer controls the local bounty hunters and is given free reign of the area by his uncle, Admiral Banjeer. Kanos contacts the son of a former Royal Guardsman to have him bring supplies to Baramorra, while Kanos buys new clothes and parades around as Kenix Kil, a bounty hunter. This arouses the attention of Banjeer and his bounty hunters, so they corner Kanos/Kil and test his skills before Kanos/Kil agrees to let them join him in his hunt for Kir Kanos. He leads Banjeer's men on a wild goose chase until finally killing all of them. He then returns and kills Banjeer, proclaiming that his family has been traitorous to the Empire. Knowing that Grappa the Hutt now needs replacement bounty hunters on Genon (since he'd been contracting out from Banjeer), he takes the kid's X-wing (leaving him the Skipray) when his friend arrives bearing supplies and an astromech. He heads for Genon after telling his associate that he wants the X-wing because that is what Luke Skywalker flies, and one must know their enemy.*
  (***The Bounty Hunters: Kenix Kil***)
- *Zee Ethda fails to capture Tarrant Snil on Pa-Sidian.*
  (conjecture based on *Crimson Empire II: Council of Blood*)
- *The Mining Guild vessel* Draisini *comes under attack by pirates led by Sol Mon. The pirates are after the ship's illegal cargo. In the city of De-Purteen on Ord Cantrell, the Imperial Interim Ruling Council holds an emergency meeting to determine what to do next, but they cannot agree, and when Feena D'asta suggests a truce with the New Republic, she is laughed off. Shortly after the meeting, Council member Burr Nolyds is assassinated by a message disk carrying a time-bomb. At the base of Grappa the Hutt on Genon, Mirith Sinn arrives as Grappa has Zee Ethda killed for failure. She will work for Grappa in return form him trying to find Kir Kanos for her. On Ord Cantrell, the Council knows that the new head of the Council will be the next target for the mystery assassin, so they nominate the bungling Xandel Carivus as head or figurehead) of the Council. Carivus, however, is being guided by the mysterious Nom Anor, so he may just be a formidable man yet. Sol Mon arrives bearing the crew and cargo of the* Draisini *as Kir Kanos also arrives under the alias Kenix Kil. Kanos/Kil is sent to Lay Pa-Sidian to capture Tarrant Snil (since Zee Ethda had failed). On Ord Cantrell, Councilman Admiral Banjeer is found murdered, with a the murder weapon, a knife, sitting beside him. Grappa the Hutt and his henchmen head for Smarck,*

where they meet with Marcus Kayniph, a representative of Black Sun. Grappa gives him the cargo from the Draisini*, gree spice, in return for Black Sun having captured Feena D'asta and replaced her with a clone. On Ord Cantrell, the Imperials find evidence that it was Kanos behind the assassinations--evidence arranged for by Carivus and Anor. Carivus plans to send a mighty fleet after Kanos, but Feena D'asta nearly curtails the mission by challenging Carivus' power. He informs Nom Anor of this and Anor suggests that it is time for another assassination. On Genon, Kanos/Kil brings Snil before Grappa. Snil is turned over to the skeletal Zanibar for their deadly ceremony. As a party begins to be held in Kanos/Kil's honor, Grappa learns that "the faceless one," Nom Anor is once again on the move. In space, Grappa's pirates attack the New Republic vessel,* Yavin's Caprice*. On Genon, Kanos has one of his fellow mercenaries keep tabs on Mirith Sinn. On Ord Cantrell, Councilman General Immodet is murdered and Carivus brings in his own personal guard to protect him. Immodet's poisoning was* not *of Carivus' design. At Genon, Zanibar Zzzanxml arrives wanting more live subjects for Zanibarr ceremonies. Then Massimo, formerly a member of Mirith's command, arrives to betray her to Grappa, revealing that she is really on a spy mission to determine if Grappa is behind recent attacks on New Republic ships. On Ord Cantrell, Carivus has all of the alien Council members arrested, Feena D'asta declared a traitor, and anyone supporting Feena declared enemies of the Empire. On Genon, Mirith frees the* real *Feena D'asta with the help of a mysterious life-saver. Mirith is then caught by Grappa, though, and both she and Massimo are given to the Zanibarr. Marcus informs Grappa that Kenix Kil is Kir Kanos, but when the Zanibar try to take him, he is gone. When they report this to Grappa, the reporting Zanibar is shot and killed by Grappa. When Marcus tries to stop Grappa from killing again (which is bad business), Grappa kills him. In space, Kanos sets a course for Xo, the Zanibar homeworld. Grappa is contacted by Y'ull Acib of Black Sun, who wishes to speak to the murdered Marcus. Grappa is in deep trouble. On Xo, Kanos saves Mirith from the Zanibar, leaving Massimo to be killed. They escape using the A-wing Kanos arrived in (which belonged to Mirith) but are shot down. On Ord Cantrell, Carivus is attacked by Black Sun agents, but saved by his guard. One of the agents is revealed to be a clone of Carivus himself. On Xo, Kanos and Mirith face the perils of the Zanibar night but finally arrive at an ancient temple built before the Old Republic existed. They are found by the Zanibar, but are saved by an arriving X-wing, flown by Kennede, a friend of Kanos. Kennede gets Mirith to safety, leaving Kanos behind, at his urging. On Ord Cantrell, Carivus disbands the Ruling Council and takes on the title of Emperor. On Genon, Grappa is told that Marcus is needed and that Black Sun's attempts to replace Carivus with a clone have failed. Acib will come to Genon personally. The Zanibar bring Kanos to Grappa, while, on Ord Cantrell, Carivus is informed that Feena D'asta's father is threatening to attack the Imperial fleet if his daughter (unknown to him, the clone of his daughter) is not freed from prison. A New Republic force destroys Black Sun's cloning facilities and then heads on to Genon, where they free Kanos and the real D'asta, imprisoning Grappa in his own cell to await Acib's vengeance. Over Ord Cantrell, Baron D'asta's forces engage Carivus' forces, but Carivus will receive no help from Nom Anor, whom he has just told is not needed anymore. Carivus must turn the clone Feena over to Baron D'asta to avoid war, but just as the clone arrives, Kanos, Mirith and the real Feena arrive. Kanos desires to kill the clone, since she was on the Council when Palpatine's clones were sabotaged, but Mirith convinces him that the real target is Carivus. Kanos kills Carivus on Ord Cantrell as Grappa is taken by the Zanibar for their ceremonies. With a final kiss goodbye, Kanos and Mirith once again part ways. They moth know that her heart still belongs to the New Republic, while his still belongs to Emperor Palpatine.*

(***Crimson Empire II: Council of Blood***)

- *Imperial Moff Disra begins searching for an actor to impersonate Thrawn.*
  (conjecture based on *Specter of the Past*)
- *Jacen and Jaina Solo return to Coruscant.*
  (conjecture based on *Jedi Search*)
- *Kir Kanos, as Kenix Kil, delivers yet another bounty. He speaks to one of his contacts about finding a target with a bigger pay-off, and the contact suggests going after Kir Kanos. Kir/Kenix doesn't go for it but accepts a mission to capture a notorious cyborg pirate. As Kir/Kenix leaves, the contact calls the target and informs him that Kenix Kil is on his way, though the target knows that Kenix Kil is just an alias. Kanos/Kil heads for the cyborg's fortress, only to be herded into the fortress' docking bay, and into the trap, set by the "target" . . . who is actually Massimo! A stray shot from Kanos during the escape from the Zanibar managed to save Massimo, when they thought he was dead, but he is now disfigured and required cybernetics to stay alive. He is now mad with rage and a need for vengeance, with Kanos as his primary target. Massimo has his droids attempt to kill Kanos, but Kanos is, of course, too well trained to be defeated. He defeats the droids and kills Massimo, not for trying to kill him, but for betraying his commanding officer.*
  (***Hard Currency***)
- *Kir Kanos is about to finish his mission—but not before dueling with his, and the Empire's, archenemy, Luke Skywalker . . . **
  (***Crimson Empire III***)*

***NOTE: This summary was provided by Andrew Gordon. The series is in "production limbo," so whether we'll ever see it is anybody's guess.**

- *With many of his forces destroyed during Operation Shadow Hand, Vice Admiral Gilad Pellaeon takes his reduced fleet and joins High Admiral Teradoc's warlordship. He is placed in command of a large flotilla of* Victory*-class Star Destroyers*
  (conjecture based on *The Essential Chronology*)
- *The Alliance Security Task force is replaced by the New Republic Threat Assessment Office.*
  (conjecture based on *Special Military Unit Intelligence Update*)
- *Captain Zgorth'sth of the New Republic Threat Assessment Office submits a report on special military units to Admiral Ackbar, General Rieekan, General Madine, Admiral Drayson, General Antilles, and Senator Bel Iblis.*
  (***Special Military Unit Intelligence Update***)
- *Andur, a New Republic functionary, is appointed as vice-chairman of the newly formed Orbital Debris Committee.*
  (conjecture based on *Jedi Search* via *TimeTales*, verbatim)
- *On behalf of the New Republic, Mara Jade attempts to open diplomatic channels with Kessel as representative of the Smuggler's Alliance - and is flatly rebuffed.*
  (conjecture based on *Jedi Search* via *TimeTales*, verbatim)
- *Rogue Squadron is hunting for Leonia Tavira and the Invids. Corran Horn's wife, Mirax, is also hunting for them, and is captured. Corran senses her cry for help and then . . . nothing. He decides, with the prompting of Iella Wessiri, that it would be best to take Luke Skywalker up on his offer of Jedi training so he can have the skills necessary to find Mirax. (To be continued below . . .)*
  (***I, Jedi***)
- *Luke Skywalker announces his intention to start a Jedi Academy. It will be set up on Yavin IV. He searches for candidates, which include Corran Horn (under the alias Keiran Halcyon), Kam Solusar, Brakiss (who Luke knows is an Imperial plant, but whom he hopes to turn to the Light Side), Gantoris, Kirana Ti, and others. At Kessel, Han Solo and Chewbacca arrive on what is supposed to be a diplomatic mission, but are captured by the forces of Moruth Doole and sent to the spice mines. There they meet Kyp Durron, a young Force-sensitive man. They manage to escape but are subsequently captured by the Imperials of the secretive Maw*

Installation. The commander of the Installation, Admiral Daala, learns of the events of the past decade and decides to use the Installation's facilities to wreak havoc on the New Republic in revenge. Han and the others meet Qui Xux, who was part of the Death Star *design team, and when she learns what the station was really used for, she helps them escape. They steal the* Sun Crusher*, a vessel with special torpedoes that can destroy a star, and thus an entire system, and escape. (To be continued below . . .)*

(***Jedi Search*** and ***I, Jedi***)

- *On Ossus, the seeker of Jedi lore named Tionne has arrived and begun sifting through Jedi artifacts. After finding a statue of Odan-Urr, she heads off for Ord Mantell. On Yavin IV, Luke Skywalker, Gantoris, and Streen (presumably with Brakiss' and Corran Horn's help) clear some rubble to set up the Great Temple as the home of Luke's Jedi Academy. On Ord Mantell, Tionne buys information from Fonterrat, which points her to the location of Exis Station, where the Great Convocation was called ten years after the Sith War. She cannot pay much, but she has Fonterrat work to get the information to Luke Skywalker. Luke gets the information through Han Solo, who suggests that Kyp Durron should come to the Academy. Luke is looking for Jedi teachings and already has a Holocron and records from the* Chu'unthor*, but desires more. To that end, he and R2-D2 head for Exis Station. At Exis Station, the station itself is in danger of being destroyed (and* is *being heavily irradiated) by flare-ups of the star it orbits. On the station, Tionne finds some many artifacts, and then runs into Luke. They need to escape before the station gets so close to the star that it is destroyed or irradiated beyond their levels to withstand. A flare irradiates the bay where Luke's X-wing and Tionne's* Lore Seeker *are stored, which keeps them from being able to fix the bay's jammed doors until the station gets out of range of the radiation. When part of the hull starts leaking air, Luke and Tionne plan to get into a module to be safe, but the module is filled with gas for chlorine-breathers. Attempting to stop it from filling the area with gas, they end up releasing the module, which, by the laws of physics, pushes away from the station, and pushes the station a bit further on its path to relative safety. They race to the control hub, where Luke opens a door to a water storage bay to expose it to the star's rays. The water evaporates in an instant, and pushes the station to safety. As they prepare to leave, Tionne and Luke discuss Jedi history, and Tionne activates a holographic data plaque, which then replays part of Nomi Sunrider's speech at the Great Convocation.*

  Nomi: War has spanned the galaxy, but now it is over. We can never forget the dead—but we must also not forget the future. We must trust in the Force. As long as there are Jedi Knights, there is hope.

  Both realize that these words, millennia old, still have relevance today. Luke offers Tionne a chance to help him at the Jedi Academy, and they soon discover that she has Jedi potential. The two return to the Jedi Academy, ready to take on the task of rebuilding the Jedi.

  (***Firestorm***)

- *Realizing that Kyp has Jedi potential, Han takes him to Yavin IV, where he will begin training with the other Jedi.*

  (***Jedi Search*** and ***I, Jedi***)

- *Mon Mothma, infected with a virus by Caridian Ambassador Furgan, chooses Leia to act in her stead.*

  (conjecture based on *Jedi Search* and *Dark Apprentice*)

- *An expanded B-wing carrying Leia Organa Solo and Admiral Ackbar crashes on Vortex, killing 358 people. Ackbar blames himself and resigns his commission. Leia tries to convince him to stay, but even Mon Mothma's failing health will not draw him back. In space, Admiral Daala continues her attacks on the New Republic. She destroys Dantooine's refuge for the people of Eol Sha (Gantoris'*

people) and sets her sights on Calamari. As Leia and Ackbar return to the planet, Daala strikes. On Yavin IV, the spirit of Exar Kun begins disrupting the Academy, turning Gantoris to the Dark Side and prompting him to build his own double-length lightsaber to duel Luke Skywalker. Luke survives the encounter, and Gantoris begins to realize that he is corrupted. He turns on Kun and is killed for his impudence. Corran Horn will lead the investigation into his death. The Imperials at Calamari are defeated (somewhat) and Leia meets a young Force-sensitive Ambassador Cilghal, whom she takes to the Academy. Back at the Academy, Kyp Durron is corrupted by Kun. He uses the Force to wipe part of Qui Xux's memory, retrieves the Sun Crusher *from Yavin, destroys the Holocron, and, with Kun, knocks Luke into a Dark Side coma. He then escapes, the newest self-proclaimed Dark Lord of the Sith.*

(***Dark Apprentice*** and ***I, Jedi***)

- *On Yavin IV, the Jedi students battle Exar Kun to save Luke Skywalker's life. After numerous attempts on Luke's physical body, Corran attacks Kun at his focal temple just before the others defeat his spirit. Luke is revived, but that is but one of the threats the New Republic must face. On Coruscant, Mon Mothma is healed by Cilghal, but still wants Leia to take her place as Chief of State. On Anoth, Caridian Ambassador Furgan's forces attempt to capture Anakin Solo to no avail. Terpfen, a Mon Calamari who was forced by Imperial engineering to cause the crash on Vortex, kills Furgan instead. At Carida, Dark Lord Kyp Durron destroys the planet (and his own brother) in his crusade against the Empire. Han Solo is able to sway him from the Dark Side. Upon announcement of Kyp's capture, the New Republic cries out for his execution, but instead he is sent on a suicide mission to destroy Daala's prototype* Death Star*, which she intends to use to crush the New Republic. In the ensuing battle, the* Sun Crusher *and prototype* Death Star *are sucked into the Maw at Kessel and destroyed, but Kyp manages to escape in a trance and rejoins the Jedi on Yavin IV. Daala escapes the foray in her Star Destroyer, the* Gorgon*, and makes her way, battered but not beaten, into Imperial space. On Kessel, Lando Calrissian and the Smugglers' Alliance take over the mining operation in the wake of Doole's defeat at the hands of Daala and Doole's death. The New Republic is safe, for a time, and a new generation of Jedi Knights has been born.*

(***Champions of the Force*** and ***I, Jedi***)

- *Finally healed after the battle with Kun, Corran Horn leaves the Jedi Academy to find Mirax. He heads for Corellia to meet with Rostek Horn, his grandfather. Rostek tells him of his Jedi heritage, but Corran does not see himself as a Jedi with other skills, but a pilot and warrior with Jedi skills. He infiltrates the Invids and comes to the attention of Leonia Tavira. She wishes him to become her lover, but he cannot betray Mirax. He builds a lightsaber, knowing that he must utilize all of who he is to save Mirax. He terrorizes her forces and Tavira is convinced that it is Luke Skywalker doing the harassment. During one Invid raid, Corran meets a Caamasi named Elegos and takes him on as an advisor (but servant in name). Leonia hires the Jensaari, Jedi-like individuals, to stop the harassment of her forces. Luke Skywalker, Ooryl Qrygg, and a group of ysalamiri they have brought arrive and help him when the Jensaari attack him. Then they head for Susevfi to save Mirax. They save her from her imprisonment and Force-trance, and then are attacked by the other Jensaari. The Jensaari are defeated as Leonia Tavira arrives, followed shortly by a New Republic fleet. As the battle over Susevfi rages, Corran projects an image of the* Sun Crusher *and the Super Star Destroyer into Tavira's mind and she flees. With the memory help of Elegos, Corran and the Jensaari leader learn the truth behind Neeja Halcyon's encounter with her master and the Jensaari consider joining the ranks of the Jedi. Corran returns to Yavin IV and destroys Kun's focal temple for good measure before returning to Coruscant with Mirax, ready to begin a family of their own.*

(***I, Jedi***)

- *Cion Marook becomes a New Republic senator for Hrasskis.*
  (conjecture based on *Before the Storm*)
- *The "New Class" project is undertaken to replace Star Destroyers and such with a new breed of vessel.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Cracken's Threat Dossier")
- *Nichos Marr, a student at the Jedi Academy, comes down with Quannot's Syndrome, and is saved from death by Ssi-Ruuvi entechment technology and Stinna Sha.*
  (conjecture based on *Children of the Jedi*)

The Dark Empire Cycle [continued] (comic trilogy: Tom Veitch)

Empire's End (comic series: Tom Veitch)

Triumph of the Empire (comic: Tom Veitch)

Rage of the Emperor (comic: Tom Veitch)

The Dark Empire Audio Dramatization Cycle [continued] (audio drama series: John Whitman)

Empire’s End (audio drama: John Whitman)

From the Files of Corellia Antilles (AJ14 short story: Timothy O’Brien)

From the Files of Corellia Antilles (AJ14 short story: Timothy O’Brien)

The Sith Tombs on Korriban

Empress Teta’s Crown Jewels

Ossus

Uueg Tching’s Sayings

Holocrons

The Cirra Mace

The Loag Dagger

The Shrines of Kooroo

The Emperor’s Yacht

Sharka’k Noor

The Crimson Empire Cycle (comic trilogy: Mike Richardson & Randy Stradley)

Crimson Empire (comic series: Mike Richardson & Randy Stradley)

Crimson Empire #0 (www.starwars.com comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part I (comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part II (comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part III (comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part IV (comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part V (comic: Mike Richardson & Randy Stradley)

Crimson Empire, Part VI (comic: Mike Richardson & Randy Stradley)

Crimson Empire Audio Dramatization (audio drama: Randy Stradley)

Crimson Empire Audio Dramatization (audio drama: Randy Stradley)

The Bounty Hunters [continued] (comic series: Tim Truman & Mark Schultz & Randy Stradley)

Kenix Kil: How the Mighty Have Fallen (comic: Randy Stradley)

The Crimson Empire Cycle [continued] (comic trilogy: Mike Richardson & Randy Stradley)

Crimson Empire II: Council of Blood (comic series: Mike Richardson & Randy Stradley)

Council of Blood, Part I (comic: Mike Richardson & Randy Stradley)

Council of Blood, Part II (comic: Mike Richardson & Randy Stradley)

Council of Blood, Part III (comic: Mike Richardson & Randy Stradley)

Council of Blood, Part IV (comic: Mike Richardson & Randy Stradley)

Council of Blood, Part V (comic: Mike Richardson & Randy Stradley)

Council of Blood, Part VI (comic: Mike Richardson & Randy Stradley)
Hard Currency (DHE short stories: Randy Stradley)
Hard Currency (DHE short stories: Randy Stradley)
Hard Currency, Part I (DHE21 short story: Randy Stradley)
Hard Currency, Part II (DHE22 short story: Randy Stradley)
Hard Currency, Part III (DHE23 short story: Randy Stradley)
Hard Currency, Part IV (DHE24 short story: Randy Stradley)
The Crimson Empire Cycle [continued] (comic trilogy: Mike Richardson & Randy Stradley)
"Crimson Empire III" (comic series: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part I" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part II" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part III" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part IV" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part V" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
"Crimson Empire III, Part VI" (comic: Mike Richardson & Randy Stradley) [forthcoming]*
Special Military Unit Intelligence Update (AJ15 short story: Timothy O'Brien)
Special Military Unit Intelligence Update (AJ15 short story: Timothy O'Brien)
Ailon Nova Guard
Churhee's Riflemen
First Sun Mobile Regiment
Imperial Hammers Elite Armor Unit
Laramus Base Irregulars
Mantis Syndicate
Mercenary Guild of Coyn
Natori Association
Ragnar Syndicate
Scimitar "White Death" Assault Wing
M'Yalfor'ac Order
I, Jedi (novel: Michael A. Stackpole)
I, Jedi (novel: Michael A. Stackpole)
Chapters 1 – 8
The Jedi Academy Trilogy (novel trilogy: Kevin J. Anderson)
Jedi Search (novel: Kevin J. Anderson)
Chapters 1 – 29
Firestorm (AJ15 short story: Kevin J. Anderson)
Firestorm (AJ15 short story: Kevin J. Anderson)
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Jedi Search [continued] (novel: Kevin J. Anderson)
Chapter 29 [continued]
Epilogue
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapters 9 – 11
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice (novel: Kevin J. Anderson)
Chapters 1 – 6
I, Jedi [continued] (novel: Michael A. Stackpole)

I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 12
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapter 7
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 13
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapters 8 – 10
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapters 14 – 15
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapters 11 – 14
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 16
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapters 15 – 23
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 17 – 19
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapters 24 – 30
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 20
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Dark Apprentice [continued] (novel: Kevin J. Anderson)
Chapters 31 – 34
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 21
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Champions of the Force (novel: Kevin J. Anderson)
Chapters 1 – 2
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 22
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Champions of the Force [continued] (novel: Kevin J. Anderson)
Chapters 3 – 7
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 23
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Champions of the Force [continued] (novel: Kevin J. Anderson)
Chapters 8 – 11
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)

Chapter 24
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Champions of the Force [continued] (novel: Kevin J. Anderson)
Chapters 12 – 15
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapter 25
The Jedi Academy Trilogy [continued] (novel trilogy: Kevin J. Anderson)
Champions of the Force [continued] (novel: Kevin J. Anderson)
Chapters 16 – 44
I, Jedi [continued] (novel: Michael A. Stackpole)
I, Jedi [continued] (novel: Michael A. Stackpole)
Chapters 26 – 49
Epilogue

12 ASW4

- *Tahiri Veila is born on Tatooine.*
  (conjecture based on *The Golden Globe*)
- *Gariel Captison and Pter Thanas marry.*
  (conjecture based on *Assault at Selonia*)
- *Gavin Darklighter and Sera Faleur marry. They raise the two boys Gavin adopted two years earlier as their sons.*
  (conjecture based on *Onslaught*)
- *Leia Organa Solo is offered the chance to have the New Alderaan movement kill the surviving* Death Star *designers (including Qui Xux). Leia declines, of course.*
  (conjecture based on *Children of the Jedi*)
- *Former teacher of Cray Mingla and student of Nasdra Magrody, Stinna Draeshine Sha, is murdered. She has been a teacher at the Magrody Institute.*
  (conjecture based on *Children of the Jedi*)
- *Kyle Katarn joins the Jedi Academy on Yavin IV.*
  (conjecture based on *The Essential Chronology*)
- *The weakened, but still formidable, Galactic Empire moves its capitol to a planet code-named Bastion in the Sartinaynian system of the Braxant sector. The Chief Administrator of this new capitol is Imperial Moff Disra. Along with the necessary political and military forces, the main computer stores of the Imperial Library are transferred to this new capitol as well. This computer not only houses a sizable amount of duplicates of Palpatine's personal files, but also a secret hyperspace-only homing beacon which allows the Chiss (and Admiral Parck) to track the library's movements from the Hand of Thrawn.*
  (conjecture based on *Specter of the Past* and *Vision of the Future*)
- *While spending family time on Coruscant, Jaina Solo discovers an open access grate leading to a room full of droids. She goes through the grate and into a tunnel, popping out in front of an old model protocol droid, babbling about wanting to be reinstated under a new Emperor. When Han Solo realizes where Jaina has gone, Chewbacca rushes in to retrieve the child, and in the process destroys the babbling droid, which sets off an explosion that nearly fries both Chewbacca and Jaina. Chewie comes out a bit singed, but Jaina, whom Chewie had protected, is just fine.**
  (***Chewbacca***)*

***NOTE: This story takes place around this time. The Solo kids look like they are in their very early years, so this seems an appropriate place. If anyone knows of a better place this flashback fits, let me know.**

- *Luke Skywalker sends a group of heroes to find a Force-sensitive child known as the Child of Light before the Empire can capture her . . .*
  (***The Child of Light Saga: Child of Light***)

- *Dark Side Adept Thaum Rystra discovers the Child of Light before Luke Skywalker's team, hoping she will help him discover an ancient Dark Side weapon. Luke's team heads to the galaxy's rescue . . .*
  (***The Child of Light Saga: Soulsaber***)
- *On Ithor, Han and Leia Solo are "attacked" by Drub McKumb, an acquaintance of Han. Before falling into a drug-induced coma, McKumb points them to a long-lost Jedi sanctuary on the planet Belsavis. Far from Ithor, Palpatine's massive* Eye of Palpatine *reactivates and begins collecting aliens from worlds where stormtroopers should have been and indoctrinates them into being Imperial forces. Its mission is to destroy Belsavis. Luke, C-3PO, and two Jedi students, Nichos Marr and Cray Mingla, are taken aboard as well. After being captive for a short while, Luke manages (while communicating with the ship's artificial intelligence--the Will) to contact the spirit of Callista Ming, who had given her life so that she and her lover could stop the* Eye of Palpatine *years before. As Luke begins to fall in love with Callista and meet her "in spirit," Han and Leia head for Belsavis. They find that the* Eye of Palpatine *has been reactivated by Irek Ismaren, who is possibly an illegitimate son of Palpatine and his concubine mother, Roganda. They are planning to use the ship to restore the Imperial fleet in the Senex sector. Han and Leia manage to stop them, of course, but Roganda and Irek manage to escape, never to be seen again (at least as far as we know). Back aboard the* Eye of Palpatine*, which is approaching Belsavis, Nichos, Callista, and Cray decide to sacrifice themselves to stop the ship. They stun Luke and place he and C-3PO in an escape pod, which they subsequently jettison. The ship is finally stopped, and shortly thereafter, an escape pod is found. Inside is the body of Cray Mingla--with the* soul *of Callista Ming. Cray had offered her body to Callista so Cray could die with her love, Nichos, and Callista could live on with her love, Luke. After careful examination, however, it appears the transfer has come with a price. Callista can no longer touch the Light Side of the Force.*
  (***Children of the Jedi***)
- *Under orders from Talon Karrde, Mara Jade (and tag-along Lando Calrissian) search for Jorj Car'das. They begin their search at Dagobah and will continue intermittently over the next few years. Early in their search, they save the life of Lord Bombassa on Pembric 2.*
  (conjecture based on *Vision of the Future*)
- *The Hutts investigate Jabba's palace on Tatooine searching for his codes to unlock the computers of Imperial Center.*
  (conjecture based on *Darksaber*)
- *On Prishardia, the* Star Lady *is in need of a new hyperdrive, and Fenig (Fen) Nabon is not amused. The local mechanic, Gibb, tells her they can get a great new one in . . . in about a month. Thus, she and her partner, Ghista Dogder must stay for a month. To make some extra cash, Ghista puts on a robe and a fake lightsaber, and uses con artist tricks to pretend to be one of Luke Skywalker's new order of Jedi Knights, mediating disputes for a fee. After a short while of Ghista acting as a Jedi, word spreads and a Jedi Knight name Zeth Fost comes to see Fen in hopes of meeting Ghista. He knows just how powerful the Dark Side can be when it tries to take control of an untrained Force adept. Fen takes him to where Ghista should be, but finds only her robe. Ghista has been kidnapped by Counselor Ral of the Desilijic Clan, who is wanting revenge on Ghista's former Hutt clan leader, Durga. Ral wants to know just what Durga's interest is in the Orko Consortium. Fen and Zeth learn that Ghista is being held in the planetary capital (not too far away) aboard the* Rook*, but can't take the* Star Lady *there. The new engine has arrived, but isn't installed yet. They take a landspeeder instead, and along the way, Fen and Zeth talk about anger and the Dark Side, in which "Zeth" lets it slip that his vengeance took out Carida. Fen makes the connection and realizes that Zeth Fost is really Kyp Durron. They argue and*

discuss vengeance and penance, with Fen eventually helping him find a way to live with himself and strive to make up for his actions during his time as a Dark Lord of the Sith. They find the ship and bust in, saving Ghista. When they are cornered, Kyp uses his lightsaber to cut a way through the hull so they can escape. As Ghista works on the locked docking bay door, the ship brings its weapons to bear. As Kyp blocks blasts with his lightsaber, Fen stuns onrushing henchmen. Finally, Gibb arrives in the newly-operational Star Lady *and attacks the* Rook*, forcing it to escape instead of killing the three heroes on the ground. Ral doesn't listen to warnings from Fen and Ghista, though, and he takes the* Rook*, with its huge hole in the hull, away from the planet, where it explodes in space. With Fen and Kyp a bit more at peace with themselves, Fen and Ghista drop Kyp off at the Jedi Academy on Yavin IV just as Luke Skywalker, injured in the* Eye of Palpatine *crisis, arrives after spending time in a New Republic medical facility. On their way from Yavin IV, Ghista shows Fen a datapad she stole from Ral. It shows information Ral had come up with regarding Durga and Orko SkyMine. The numbers seem to indicate that Durga is prepping for a major military project. They decide they will take the information to Talon Karrde, who will know how to get it into the right hands. Ghista has also decided to never pretend to be a Jedi Knight again, out of respect. She destroys her fake lightsaber and robe.*

(***Simple Tricks***)

- *On Tatooine, Han Solo and Luke Skywalker, cloaked by the Force, ride with a tribe of Sandpeople. They investigate Jabba's old palace for clues as to why the Hutts were there recently. Luke also hopes that the spirit of Obi-Wan Kenobi will give him answers as to how Callista can regain her Force-attunement. No answers (or spirits) are forthcoming. On Coruscant, Durga the Hutt visits, but it is only a cover for using small rodents to steal the plans to the* Death Star *from Coruscant's mainframe. He returns to the asteroid belt of the Hoth system and works with Bevel Lemelisk on a secret project--the creation of a lightsaber-shaped (for efficiency) version of the* Death Star*, complete with superlaser. On Yavin IV, Kyp Durron, Cilghal, and Dorsk 81 have graduated and set out into the galaxy to serve as a Jedi must. Out in space, the defeated Admiral Daala has been taken in by Supreme Warlord Harrsk. When he uses her to kill his opposition in a false peace meeting, she sees her opportunity, with the rivals out of the way, to take Harrsk's place. She subsequently destroys Harrsk's ship, with him aboard. Her boldness gains her the admiration of Gilad Pellaeon, now a Vice Admiral. Pellaeon asks her to work for his fleet, and she agrees to work* with *him, if not* for *him. Mara Jade arrives on Yavin IV both to meet Callista Ming and to bring word of the Hutt's most recent escapades. (It is uncertain at this time whether or not Jade is jealous of Callista, or simply curious.) At about this time C-3PO confirms their fears that Durga's visit had ulterior motives and the truth of the* Darksaber *plot begins to be revealed to our heroes. In disputed space, Pellaeon and Daala have called together all the warlords into one meeting, in hopes of creating a reunified Imperial force. The warlords will not merge, so they are murdered. Pellaeon and Daala take over their forces and force a unified Imperial fleet into existence. Daala herself takes over the* Night Hammer *(a Super Star Destroyer) and dubs it the* Knight Hammer*. Luke takes Callista to a Water Quarry comet owned by Mulako Corporation to reawaken her Jedi powers--to no avail. On Nal Hutta, Han and Leia meet with Durga the Hutt to no avail, but Crix Madine, covert as ever, plants a tracking device on Durga's ship. Also present are Qui Xux an Bevel Lemelisk, whom Qui recognizes. On Dagobah, Luke and Callista have journeyed to Yoda's home area in hopes that showing her where he was trained might help her. In their travails on the planet, they realize that Callista is not blind to the Force as a whole--only to the Light Side. She can wield the Dark Side just fine. Before returning to Yavin IV, they head for Hoth but the effort is still of no use.*

Spying on Daala's rally of Imperial troops, Kyp and Dorsk 81 discover Daala and Pellaeon's plans--to attack Yavin IV as the first stop in their newest campaign. They are recognized, but escape. In retaliation, Daala orders Khomm attacked first. With Durga having given the New Republic the Darksaber*'s location via the tracking device, the New Republic must split its fleet into a Yavin IV task force and a* Darksaber *task force. On Yavin IV, Kyp and Dorsk 81 have returned with their warning, but Pellaeon's advance force arrives before they can truly prepare. Dorsk 81 then uses himself as a channel through which the other students can use the Force, and the resulting blast of Force energy "punches" Pellaeon's forces away from Yavin IV--but burns Dorsk 81 as a result. Another Jedi is dead. Back at the* Darksaber*, Crix Madine and a group of commando forces make their way into the structure to destroy it, only to be captured. All of the team's members, including Madine, are executed. In retaliation for the affront, Durga decides to test the destructive power of the* Darksaber *(to use Tarkin's words) on the approaching New Republic fleet. Lemelisk knows the danger involved, due to Durga's rushed and shoddy construction, and escapes in an escape pod, only to be captured. Durga activates the* Darksaber*'s superlaser, only to have the superweapon destroy itself due to the poor workmanship. (Somewhat anticlimactic, wouldn't you say?) Back at Yavin IV, Daala's fleet has arrived and is hammering the planet. Callista, knowing Luke could never be fully hers until she regains her Jedi abilities, boards the* Knight Hammer *and faces off with Daala herself as the ship is attacked by the New Republic fleet. Daala defeats Callista and escapes. Shortly thereafter, the* Knight Hammer *is destroyed. With the newest Battle of Yavin IV over, the defeated Daala send a message to the other Imperials, resigning her commission and turning her portion of command over to Pellaeon. On Coruscant, funeral proceedings are held for Crix Madine, but many present also mourn the loss of Callista. After the funeral, Luke returns to Yavin IV and finds a message waiting for him. It is from Callista. She is alive, but cannot return to him, she believes, until/unless she regains her Jedi abilities. If and when she does that, she will return to him.*

(***Darksaber***)

- *Gilad Pellaeon is promoted to Admiral and Supreme Commander of the Imperial fleet. He consolidates Imperial power, as Daala had begun, absorbing such smaller groups as the Pentastar Alignment. With the Pentastar Alignment, Pellaeon acquires the Super Star Destroyer* Reaper*, which once belonged to Ardus Kaine before his death.*

  (conjecture based on *Specter of the Past* and *The Essential Chronology*)
- *Gilad Pellaeon makes an aggressive lunge at the New Republic, seizing Orinda. A New Republic counter-attack, led by General Wedge Antilles and the* Lusankya *succeeds in pushing Pellaeon and the Empire back somewhat, but at the cost of the fleet carrier* Endurance*. After the loss of the* Endurance*, the New Republic leaves Orinda to the Empire, but fortifies surrounding systems in case of further aggression.*

  (conjecture based on *The Essential Chronology*)
- *Dorsk 82 clones himself. Dorsk 83 then remains behind as Dorsk 82 goes to Yavin IV to continue in Dorsk 81's footsteps.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *On Corbos, a down-and-out mining colony is shocked when an accidental explosion unearths a large fossil. They are even more shocked when a newly awakened monster destroys the colony and everyone in it, with barely enough time to get a distress call out. On Yavin IV, a new prospective student, Dorsk 82 (clone of Dorsk 81) arrives. He and Kyp Durron explore the jungle and face a Kun-created monster before Kyp agrees to help train him. Luke receives a call from Leia asking him to have some Jedi check out Corbos. He sends Kyp and Dorsk 82. Taking the* Celador Sash*, an older ship that Obi-Wan Kenobi owned*

after saving the original owner's parents' lives, they head for Corbos. Along the way, Dorsk 82 continues to experience anxiety and doubt about being a Jedi like Dorsk 81. Upon arrival, Kyp senses the anguish and screams of the colonists all around him, but none appear to have survived. It is as if their spirits are somehow trapped somewhere near. After looking at the ravaged miner camp, Kyp goes off alone to confront the mystery monster, while Dorsk 82, scared, calls Yavin IV for help. Tionne reinforces the need to send help when she discovers that Corbos had been colonized many times, but the colonies were always destroyed. As Streen and Kirana Ti leave Yavin IV for Corbos, Kyp faces off with the Leviathan of Corbos. Upon arrival, Streen and Kirana Ti meet with Dorsk 82 and they explore the lower levels of the area, finding a strange substance that resonates with the Dark Side. They defeat the oozing, green substance and make for the surface. On the surface, Kyp is getting beaten by the Leviathan until he uses lightning to defeat it. As the other Jedi join him, he destroys several sacs on the beast's body that release the trapped spirits of many colonists. A larger (possibly "mama") Leviathan appears and attacks the Jedi and they lead it down into a smelting pit . . . which has absolutely no effect. They manage to trick the creature into being electrocuted by the full power of the colony's generator. The creature dies and the souls are freed. The Jedi then return to Yavin IV, including Dorsk 82, who, despite nearly zero attunement to the Force, decides to stay on as a Jedi student.

(***Jedi Academy: Leviathan***)

- *On Coruscant, Wedge Antilles and Qui Xux break up, owing to the fact that their relationship seemed one more of preparing for a true love, than love itself. To get away from his day-to-day routine and gain perspective on his life, Wedge prepares for a short leave, but the leave is cut short when General Airen Cracken meets with him and convinces him to be the head diplomat on a New Republic mission to the neutral world of Adumar. Adumar had been cut off from the rest of galactic society for years, but now that they are broadening their horizons, they wish to join either the New Republic or the Empire. They respect fighter pilots above almost anyone else, so Cracken wants Wedge to lead the diplomatic team. Wedge would refuse, but the planet would be a great source of the often-scarce proton torpedoes that are so valuable to Starfighter Command. Wedge, Hobbie Klivian, Tycho Celchu, and Wes Janson head for Adumar aboard the* Allegiance*, commanded by Captain Salaban, where they also meet the documentarian Hallis Saper and her protocol droid head/recording unit, Whitecap. Upon arrival at Adumar, they are challenged by several Adumari citizens seeking honor through combat, but finally land and are received as heroes. They then meet with* perator *Pekaelic ke Teldan, ruler of the Adumari nation of Cartann, and their diplomatic liason, Tomer Darpen. They are assigned a guide for their stay, Cheriss ke Hanadi, a master of the deadly blastsword, but still a rather young lady. At a diplomatic function shortly thereafter, they realize that the Empire also has a team of four fighter pilot envoys in Cartann, led by Turr Phennir, head of the Imperial 181st TIE squadron. It appears that the* perator *wants to judge both the Empire and the New Republic before making any diplomatic decisions. At the same function, Wedge realizes that Iella Wessiri is present and has Janson ask her to meet him later, so long as it won't break her Intelligence cover. As they spend the next day learning to fly the local Blade 32 starfighters, they learn that in Cartann, not only are duels held for no reason but the gaining of "honor," but the constant dogfights on the planet are almost always life-fire duels over "honor" as well. Wedge is disgusted. He tells Cheriss to get the word out that Red Flight will start accepting challenges the next day, but only to those who wish to do simulated duels, using powered-down lasers and paint missiles, instead of lethal weapons. Wedge hopes that this will help offer the Adumari an alternative to killing each other over "honor." Later, after another diplomatic function, Red*

Flight is attacked by assassins, whom they believe were sent by the Imperials on the planet. The assassins are defeated and the group becomes more familiar with the blastsword. In the evening, Wedge has a clandestine meeting with Iella, who tells him that while the story Wedge was told about a scout ship discovering Adumar a short while ago, it is only part of the truth. Adumari scout ships had discovered other human-populated worlds several months before and learned of the existence of the Empire and the New Republic. In anticipation of being able to choose a side, they had begun hiring slicers who could adapt Adumari technology with Imperial and New Republic technology, which got the attention of New Republic Intelligence. Iella was sent to the planet undercover as a slicer, under the command of the regional director of New Republic Intelligence. Wedge is on the planet to bring Adumar into the New Republic, yes, but Adumar is not yet a united world, with Cartann being only the most powerful nation among many. He also learns that somewhere along the way, he had somehow lost Iella's friendship, and she will not tell him how or why. Days later, Tomer Darpen informs Wedge that he must cease his simulated duels and do as the Imperials are doing—killing in duels. Wedge does not allow himself to take the order, since Darpen is not his direct superior, but he knows that if Darpen has Cracken confirm the orders, he will be forced to kill innocents, or resign his commission. He thinks it over in a local tavern, only to find Imperial Admiral Teren Rogriss of the Agonizer *(who had helped Han Solo's task force in the hunt for Zsinj years before) mulling over issues of honor as well. Wedge thinks that it is due to orders Rogriss probably received about calling in the Empire to take Adumar by force if they choose to side with the New Republic, which would violate Rogriss' word, which he gave to the people of Adumar, saying he would leave the system if the Empire didn't get chosen as Adumar's affiliation. Wedge speaks to him, but Rogriss simply leaves without confirming anything. Later, he and Janson head to the* Allegiance *and discuss Rogriss with Captain Salaban, only to discover that they are under a communications blackout, with all communications away from Adumar having to go through the local intelligence head, Iella's direct superior. Wedge wants to get a message to Cracken, so he finds Iella's temporary home and asks her to help him. She cannot, but she will help him get into communication with Rogriss, Wedge's second goal. He confronts Iella about what happened to their friendship and he learns that Iella had fallen for him years before, but hadn't said anything about it. When he had begun dating Qui Xux, Iella had seen her chance lost and found it too painful to be around him. Wedge won't accept that the friendship is over. He finally, after knowing her for nearly a decade, tells her that he loves her, and the two reconcile, cementing their friendship as an actual relationship for the first time. Unbeknownst to Wedge, Cheriss has as crush on him and has followed him. The idea of Wedge with Iella breaks her heart. The next day, at another diplomatic gathering, the* perator *announces that Adumar is now under a world government, which he rules. This is* not *with the agreement of the other nations of Adumar, and the* perator *suggests that they acquiesce and not act against him. At the same event, Cheriss, suicidal, accepts challenge after challenge, nearly getting killed until Janson steps in and duels her last challenger, ending in a fist-fight in which Janson takes out his frustrations on the noble. A short time later, using a frequency Iella covertly gave him at the previous "event," Wedge makes contact with Rogriss and the two meet. Wedge offers to bring Rogriss into the New Republic if he feels he must abandon his duty. He'll assure that Rogriss' family will receive word of how he is, even if he must use New Republic Intelligence to do it. Rogriss thinks it over, but there is no clear indication of what he thinks of the offer. The next day, yet another gathering is held. This time, the* perator *announces that war is being declared (in so many words) against the nations not siding with his self-proclaimed one-world government. During this gathering, Wedge reveals that he*

knows full well now, through deduction, that Tomer Darpen is the regional Intelligence head, and that he has essentially urged this war on. The perator *asks both Turr Phennir and his Imperial pilots and Wedge and Red Flight to lead his forces against the "rebellious" nations. Phennir agrees, but Wedge refuses. Instead of allowing Wedge and Red Flight to be executed (as they weren't actually going to be), Tomer "helps" by, supposedly, pleading their case to the* perator*, who banishes them from Adumar and says they must take the gauntlet from the palace. This means that from the moment they get out of the palace, they are fair game for* anyone *to murder for honor. The quartet escapes via repulsorlift vehicle, wheeled vehicle, dressing in drag, and various other means, until they finally get to four prepared Blade 32s, in which they intend to escape the planet. They are attacked in the air and are unable to escape into space, so they set down and covertly make their way to Iella's "home." With them in the apartment are Hallis and Cheriss. Hallis reveals to Iella and Red Flight that Tomer Darpen is acting villainously. He did not plead Red Flight's case, but actually told the* perator *that Wedge's orders forbid him leading Adumari forces, and that Wedge desired "death with honor," prompting the "gauntlet" order out of a twisted Adumari sense of mercy. Darpen appears to be trying to kill all those who could reveal him to be acting in violation of New Republic law and principles. Cheriss tells them that the heads of other Adumari nations, such as the Yegadon Confederacy, will give them passage off of the planet, but wish to make an offer first. They make their way to the Yegadon Confederacy where they are asked to lead a Unified Adumari fleet of starfighters and other battle craft against Cartann. They know that the* perator*'s forces will take action soon, so they plan to strike at Cartannese dawn. Wedge agrees and the strike takes place. A huge armada of non-aligned (at least not with Cartann) starfighters and battle craft strike at Cartann, decimating the* perator*'s forces. In the battle, Wedge and Red Flight make it to their X-wings, with the help of Cheriss and an insertion team. As they take the X-wings into the battle, Cheriss and the team head into the Cartann palace via an escape tunnel to find the* perator*. Red Flight leads the battle yet again. The* Agonizer *leaves the system, while the Cartannese forces are defeated. Cheriss and the team capture the* perator *and he is forced to order his forces surrender. As the battle concludes, Wedge and the others meet with the* perator*, who will not surrender himself, due to honor. He agrees, though, to abdicate his throne, giving it to his eldest son, Balass ke Teldan, who happens to be Balass ke Rassa, who had been one of Wedge's greatest admirers on Adumar. Under Balass' leadership, Cartann joins with the United Adumari nations to form a legitimate world government, the Adumari Union. Wedge and the others head for the* Allegiance*, but a few days later, the Imperials return with a fleet, just as Wedge had expected. In the battle, Wedge kills Phennir, and the New Republic and Adumari forces are victorious. As the Imperials flee the system, an lone Imperial shuttle heads to Adumari. Wedge meets it there and welcomes Rogriss. Rogriss decides to remain on Adumari and help the new government, and Wedge promises to keep to his pledge to get word to Rogriss' family. Adumari joins the New Republic. Wedge's mission, while not having gone as he'd planned, is a success.*

(***Starfighters of Adumar***)

- *Having broken up with Wedge Antilles, Qui Xux decides to live among the Vors on Vortex, helping to heal their world to repay society for what she did (but cannot remember doing) during her time with the Empire.*

(conjecture based on *Ruin*)

Chewbacca [continued] (comic series: Darko Macan)

Chewbacca, Part IV [flashback] (comic: Darko Macan)

Chapter 10: Han—"An Empty Galaxy" [flashback]

The Living Force Campaign [continued] (RPGA: Morrie Mullins & Lee Pickler & Jason Nichols)
The Child of Light Saga (RPGA: Lee Pickler)
    Child of Light (RPGA: Lee Pickler)
    Soulsaber (RPGA: Lee Pickler) [forthcoming]
The Callista Cycle (novel trilogy/AJ short story: Barbara Hambly & Kevin J. Anderson)
Children of the Jedi (novel: Barbara Hambly)
    Chapters 1 – 25
The Adventures of Fenig Nabon and Ghista [continued] (TFTNR short stories: Chris Cassidy & Tish Pahl)
Simple Tricks (TFTNR short story: Chris Cassidy & Tish Pahl)
The Callista Cycle [continued] (novel trilogy/AJ short story: Barbara Hambly & Kevin J. Anderson)
Darksaber (novel: Kevin J. Anderson)
    Tatooine
        Chapters 1 – 3
    Hoth Asteroid Belt
        Chapters 4 – 5
    Coruscant
        Chapter 6
    Yavin 4
        Chapters 7 – 8
    Core Systems
        Chapters 9 – 10
    Yavin 4
        Chapter 11
    Coruscant
        Chapter 12
    Hoth Asteroid Belt
        Chapters 13 – 14
    Mulako Corporation Primordial Water Quarry
        Chapters 15 – 16
    Khomm
        Chapter 17
    Core Systems
        Chapters 18 – 20
    Coruscant
        Chapter 21
    Nal Hutta
        Chapters 22 – 25
    Dagobah
        Chapter 26
    Hoth Asteroid Belt
        Chapter 27
    Hoth
        Chapter 28
    Nar Shaddaa
        Chapters 29 – 32
    Hoth
        Chapter 33
    Nal Hutta
        Chapter 34
    Core Systems
        Chapters 35 – 36

Hoth Asteroid Belt
Chapters 37 – 42
Khomm
Chapter 43
Nal Hutta
Chapter 44
Yavin 4
Chapters 45 – 48
Hoth Asteroid Belt
Chapter 49
Yavin 4
Chapters 50 – 51
Hoth Asteroid Belt
Chapters 52 – 53
Yavin 4
Chapters 54 – 60
Hoth Asteroid Belt
Chapter 61
Yavin 4
Chapter 62
Coruscant
Chapter 63

Jedi Academy: Leviathan (comic series: Kevin J. Anderson)
Leviathan, Part I (comic: Kevin J. Anderson)
Leviathan, Part II (comic: Kevin J. Anderson)
Leviathan, Part III (comic: Kevin J. Anderson)
Leviathan, Part IV (comic: Kevin J. Anderson)

X-wing [continued] (novel series: Michael A. Stackpole & Aaron Allston)
X-wing--Starfighters of Adumar (novel: Aaron Allston)
Chapters 1 – 15

13 ASW4

- *Sannah is born.*
  (conjecture based on *Conquest*)
- *Valin Horn is born to Corran and Mirax Horn.**
  (conjecture based on *Specter of the Past*)*

***NOTE: Given that Valin is 12, not 13 like Sannah, in *Conquest*, it would seem this takes place late in the year for it to be correct in both *Conquest* and SOTP.**

- *Leia Organa Solo is warned by Callista (by message, not in person) not to journey to Nam Chorios or to trust Seti Ashgad.*
  (conjecture based on *Planet of Twilight*)
- *Belindi Kalenda joins New Republic Intelligence.*
  (conjecture based on *Hero's Trial*)
- *The New Republic Honor Guard is outfitted with new white/silver BlasTech rifles for ceremonial purposes.*
  (conjecture based on *Planet of Twilight*)
- *Daala leaves her military life behind and becomes president of the Independent Company of Settlers on Pedducis Chorios.*
  (conjecture based on *Planet of Twilight*)
- *The Loronar Synthdroid is released.*
  (conjecture based on *Look Sir, Droids!*)
- *Corporate Sector trading companies based out of Bburru acquire the Pri-Andylan shipyards of Duro. The shipyards are commissioned to churn out New Republic vessels, but will soon fall behind. When this happens, the Senate will advocate that one single company, CorDuro Shipping, take over the operation to get things*

back on track. This takes place, but will ultimately end in CorDuro taking full control, relegating the other companies' workers into second-class workers, and CorDuro becoming a powerful economic presence in its own right.

(conjecture based on *The University of Sanbra Guide to Intelligent Life: The Duros*)

- *Callista Ming, having recently joined the crew of a Gamorrean ship known as the* Zicreex *under Captain Ugmush, arrives on Gamorr when the ship sets down to allow Ugmush's brother, Guth, to challenge the warrior Vrokk for the hand of Guth's beloved Kufbrug, of the Hold of Bolgoink. Shortly after the fight is to have taken place, Guth arrives at the ship, chased by authorities. Vrokk has been found murdered, and Guth is the prime suspect, and with him, the rest of the* Zicreex *crew. Upon speaking with Kufbrug, her sister Gundruk, and Vrokk's brother, Rog, Callista is allowed to investigate the murder. She visits various dealers and the writer of a letter supposedly sent by the illiterate Guth to Vrokk. It turns out that the person impersonating Guth in having the letter written seems to have hidden some kind of murder weapon or poison under the seal of the letter. Callista think she knows what it might be, so she and Kufbrug stake out Vrokk's "haunted" quarters, where he died. Callista's suspicion are correct. Vrokk was killed by a creature that had been hidden in the seal—a kheilwar, native to Af'El. Callista and Kufbrug battle the shapeshifting creature and as it dies, it moves through all of its most recent forms to reveal that it was Rog and Gundruk behind the murder. Kufbrug was near suicide, and they believed the execution of Guth for murder would have pushed her over the edge, allowing Rog to marry Gundruk and rule the Hold of Bolgoink. This treachery revealed, Callista and the crew watch happily as Guth and Kufbrug are finally married, as it should be.**

(***Murder in Slushtime***)*

***NOTE: As the Callista Ming profile for *Murder in Slushtime* includes only events up until the end of *Darksaber*, I'm assuming this takes place between DS and POT. If that isn't an intended indicator, it could take place just about any time after POT as well.**

- *Callista Ming leaves the* Zicreex *and continues her search for reattunement to the Light Side of the Force.*

(conjecture based on *Planet of Twilight*)

- *Tionne discovers via the Jedi Holocron that the night beast that Luke Skywalker encountered back before the evacuation of Yavin IV some 13 years earlier was actually the mutated, last surviving member of the Massassi species, Kalgrath. She begins efforts to seek out the creature to discover its fate, but tracks it as far as Ziost, when the trail ends.*

(conjecture based on *The Essential Guide to Alien Species*)

- *As Luke Skywalker and Leia Organa Solo head for the Meridian sector to find Callista and make contact with Seti Ashgad, leader of the system's Rationalist party, the other ships in their group are decimated by the Death Seed plague. Upon nearing their destination, Luke is shot down and Leia is kidnapped by Ashgad. Ashgad is also joined in his affront by Imperial Admiral Larm and Beldorion the Hutt, a Hutt, amazingly, attuned to the Dark Side. R2-D2 and C-3PO, left behind, make their way to the Death Seed-laden Durren only to be captured by pirate Captain Bortek. He plans to take them to Celenon, but they turn the tables on him and head for Nim Drovis. On Nam Chorios, a hurt Luke meets Arvid Scraf and learns that the Force storm that he witnessed upon arrival was of* his *unintentional creation. On Coruscant, Carlist Rieekan (Minister of State and acting Chief of State in Leia's absence) falls ill from poison. The government virtually screeches to a halt without its figures of leadership. Han, Chewbacca, and Lando Calrissian head for Nam Chroios to find Leia, who is only now overstepping the timetable of her secret mission to Nam Chroios. On Nam Chroios, Luke meets a woman named Taselda, who claims to be a Jedi helping Callista regain her Light Side aptitude. She sends Luke to Ashgad's to reclaim her lightsaber, but Luke realizes he is being used. He does, however, learn the true*

reason why using the Force is so destructive on the planet. Crystals found all over the world (Spook crystals) resonate with, and react to, the Force. Back at Ashgad's, Leia learns that Ashgad intends to turn the crystals into Needles, small but deadly hyperspace-launched weapons. As Luke tries to make his way to Leia, he discovers the true basis for the Death Seed--drochs, small creatures who feed on life energy. They are led by Dzym, Ashgad's aide. It appears that not only does Ashgad look *like his father . . . he* is *the father. He simply must account for Dzym using stolen life energy to keep him youthful. Luke manages to reunite with Leia, as C-3PO and R2-D2 reunite with Daala, who has become a small-time trader/pirate. She takes the droids to Nam Chroios and the entire band of heroes, including the newly arrived Han, Chewie and Lando, are reunited. In the ensuing conflict on Nam Chroios, Luke manages to kill Ashgad and Dzym, while Leia finally takes on the role of a Jedi Knight and kills Beldorion. Daala is reunited with the love of her life and leaves, never to be a threat again. Luke sees Callista one last time, but cannot bring himself to force himself back into her life. When she is ready, he understands, she will return to him. They return to Coruscant and a cured Rieekan gladly turns over the duties of leadership back to Leia Organa Solo.*

(***Planet of Twilight***)

- *Daala and Liegeus Vorn settle down on Pedducis Chroios, but soon drop out of sight.*

  (conjecture based on *The Essential Chronology*)
- *The New Republic attempts to move in on Moff Getelles' Antemeridian sector with two full fleets. They are successful, but moving any further into Imperial territory is nixed when Admiral Gilad Pellaeon's forces strike back. The New Republic move is stopped, but Pellaeon loses the* Reaper*.*

  (conjecture based on *The Essential Chronology*)
- *Based on Luke Skywalker's recommendation, the New Republic orders a recall of all Tsil crystals, bringing the sentient crystals back to Nam Chorios.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Boba Fett, whose reputation has suffered from his encounter with the sarlacc and his numerous failures to capture Han Solo since Endor, is hired by a Gulbarid named Brighteyes to hunt down and kill Imperial Admiral Mir Tork and Dr. Leonis Murthe, former slavemasters of a group of Gulbarid citizens. Brighteyes can only pay 100 credits, but he plays on Fett's need to confirm his reputation in light of recent events, so Fett takes the job. He goes to the former Imperials' current ship and blasts his way in, releasing slaves on the ship in the process. Murthe tries to use a lightsaber to attack Fett, but Fett points out that having a lightsaber doesn't make one a Jedi, then sets Murthe on fire. Fett then encounters Tork, who says he has the ship set on self-destruct if he dies. Fett says he will simply kill him another day, prompting Tork to leave the console and attack Fett, who kills him. Then the burning Murthe comes in for a final attack, but Fett shoots him in the head. Fett leaves the slaves to make a new life on the planet the ship has landed on and returns to Basteel, where he confirms the kill for Brighteyes, who never doubted that he was the one and only Boba Fett.**

  (***Boba Fett: Agent of Doom***)*

***NOTE: According to Dark Horse, the timing of this story is specifically vague. I put it here at the suggestion of fellow ChronoNet member Rob Mullin. He suggests that the comments about Fett having failed to capture Solo numerous times might be taken as a reference to the events of *Dark Empire* and *Dark Empire II*. This seems to make sense, as does the absence of *Slave I* if it is a post DE2 story. I have decided to place it a while after DE2 in order to give the Solo rumors to circulate, but have chosen not to place it quite as far along as Chris McElroy does for *TimeTales*, because it seems to me that three years or so after DE2 makes more sense than four. That is only a matter of personal preference, though. So far, we have not yet been told by Dark Horse when this story takes place.**

- *As a powerful Dark Jedi begins to work toward Force-harnessing technology, Kyle Katarn reclaims his lightsaber from Luke Skywalker and re-enters Jedi life to confront this new threat.**

(conjecture based on LucasArts website information about *Jedi Outcast: Jedi Knight II*)*

***NOTE: See note below with the *Jedi Outcast* title listing.**

The Callista Cycle [continued] (novel trilogy/AJ short story: Barbara Hambly & Kevin J. Anderson)

Murder in Slushtime (AJ14 short story: Barbara Hambly)

Planet of Twilight (novel: Barbara Hambly)

Chapters 1 – 22

Boba Fett: Agent of Doom [continued] (comic: John Ostrander)

Boba Fett: Agent of Doom [continued] (comic: John Ostrander)

The Dark Forces Cycle [continued] (video game series: Justin Chin & Stephen R. Show)

Jedi Outcast: Jedi Knight II (video game: Unknown) [forthcoming]*

***NOTE: *Gamer* #6 suggests this takes place 13 – 14 ASW4.**

14 ASW4

- *Melinza Thanas is born on Bakura to Pter Thanas and Gariel Captison.*
  (conjecture based on *Assault at Selonia*)
- *The G2-9T line of repair droids is commissioned.*
  (conjecture based on *Specter of the Past*)
- *On Yavin IV, the Books of Massassi are discovered.*
  (conjecture based on *Before the Storm*)
- *The New Republic credit is established.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Core Rulebook" via *TimeTales*, abridged)
- *Wedge Antilles and Iella Wessiri marry.*
  (conjecture based on *Starfighters of Adumar*, *Specter of the Past*, and *Union*)
- *A new type of X-wing starfighter, the Incom T-65AC4, is placed into service, which has the same benefits of the original X-wings, but increased speed to match that of an A-wing starfighter.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"The Jedi Academy Trilogy Sourcebook")
- *In the Kauron asteroid field, the Cavrilhu pirates construct a trap especially for Jedi.*
  (conjecture based on *Specter of the Past*)
- *On Munto Codru, Jaina, Jacen, and Anakin Solo, while on a diplomatic tour with Leia Organa Solo, are kidnapped by forces loyal to Hethrir, former Procurator of Justice for the Galactic Empire, and his Empire Reborn mission. But not only are they physically gone, but Leia can no longer sense them through the Force. She, Chewbacca, and R2-D2 leave to find the kidnappers. On Crseith Station, Luke Skywalker, Han Solo, and C-3PO arrive looking for a lost group of Jedi. While observing the system, they note that the nearby star is slowly turning into a perfect crystal, a shining contrast to a nearby black hole. In Hethrir's compound, where he plans to train a new legion of Dark Jedi (Empire Youth), the villain informs the Solo children that their parents are dead, and that a young man named Tigris will take care of them from then on. While in their early days in the compound, the children meet (well, become aware of) a young Force-sensitive girl named Lusa, who is a Centaur. On Crseith Station, Han and Luke meet up with Xaverri, a magician Han knows, and she informs them that she called them to the station to investigate Waru, a mysterious alien with healing powers. In space, Leia and Chewie find a ship in distress and learn that the attackers were the same people who kidnapped the children. In disguise, they head for Hethrir's base. On the station, Luke is falling to Waru's strange influence and becoming untrusting of those around him. When Waru kills a young boy he is trying to "heal," Han and*

Xaverri determine that the being must be stopped. Xaverrit tells them that Waru appeared at the behest of Hethrir (when he ran Crseith Station) and would steal life energy of people Hethrir brought to it, in return for giving Hethrir absolute power. At Hethrir's base, Jacen and Jaina escape and are found by the newly arrived Leia. Anakin and Lusa, however, are en route to Crseith Station to be fed to Waru. Rillao, one of Hethrir's lieutenants, reveals shortly thereafter that she was forced to mate with Hethrir to produce Tigris. She was trained in the ways of the Dark Side by Darth Vader, and a Force-sensitive child was needed. They head for Crseith Station, Rillao now firmly against Hethrir. Upon arrival, they witness Anakin about to be fed to Waru, but Tigris turns on Hethrir and saves him. Knowing that Waru is an anti-Force being trying to return to its home dimension via life energy, Luke leaps into Waru's maw to sacrifice himself. Han and Leia leap in after him. Outside of Waru, Rillao duels Hethrir. Inside Waru, Han and Leia battle Waru and manage to save Luke. Enraged, Waru then devours Hethrir, giving him enough energy (since Hethrir was Force-sensitive) to depart for his own dimension. The victorious heroes leave the station as the crystallizing star finally explodes, taking the station with it. Xaverri decides to help all of the imprisoned children find their homes, while the rest of the group head for their own respective homes.

(***The Crystal Star***)

- *Much of the technology from Hethrir's worldship is taken in by the "New Class" project, which hastens the development of what will soon be the* Nebula*-class New Republic Star Destroyer.*

  (conjecture based on *The Essential Chronology*)
- *On Tatooine, the old Eidolon Base is taken over again by Imperials led by Captain Arajen Turmen, who uses it as a waystation for those wanting to get back to the Imperial Remnant. It will eventually become just another settlement.*

  (conjecture based on *Star Wars: The Roleplaying Games*—"Secrets of Tatooine")
- *Daala and Liegeus Vorn reappear, as Daala takes over the Deep Core Imperial factions. Daala is once again back in the game.*

  (conjecture based on *The Essential Chronology*)
- *The surviving Firrerreo of Firrerre are taken to Belderone to resettle. They are met with resistance, but Flint (whom we met way back in* The Apprentice*) helps calm native fears.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *On Endor, Chief Chirpa of Bright Tree Village dies. He is succeeded by Princess Kneesa. Along with her induction as new chief, the ceremony serves as her wedding to Wicket Wystri Warrick.**

  (conjecture based on *The Essential Guide to Alien Species*)*

***NOTE: No date is given for this event, so I place it ten years after ROTJ.**

The Crystal Star (novel: Vonda N. McIntyre)

The Crystal Star (novel: Vonda N. McIntyre)

Chapters 1 – 13

15 ASW4

- *After a great deal of study, Luke Skywalker learns the Jedi technique which allows a Jedi to cloak objects.*

  (conjecture based on *Star Wars Encyclopedia*)
- *On Ennth, Zekk barely survives the destruction of New Hopetown by a volcano eruption. He stows away on Peckhum's* Lightning Rod *and is soon taken in (virtually adopted) by the old spacer.*

  (conjecture based on *Young Jedi Knights: Shards of Alderaan*)
- *On Yavin IV, Jedi student Dolph receives word that is home and family are in danger at the hands of the local Je'Har government. He leaves, only to find them*

dead already. His ensuing rage pushes him over the edge and into the Dark Side's grip. He renames himself Kueller and begins his own quest for power over the Je'Har.

(conjecture based on *The New Rebellion*)

- *The* Nebula*-class New Republic Star Destroyer is christened, the direct result of the "New Class" project.*

  (conjecture based on *The Essential Chronology*)
- *Brakiss takes over the Telti droid factories, working for Dolph (AKA Kueller).*

  (conjecture based on *The Essential Chronology*)
- *Upon meeting Leia Organa Solo, Bothan Diplomatic Corps agent Tresk Im'nel is told that he appears to be Force-sensitive. Feeling a sense of duty, Tresk goes to Yavin IV and begins to train as a Jedi.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Tresk Im'nel, found on the Wizards of the Coast website)
- *Luke Skywalker, Leia Organa Solo, and our heroes must come together to defeat a new Force-related threat.*

  (***Exiles of the Force***)

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Exiles of the Force* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *In the wake of the Force-related threat, Luke Skywalker, Leia Organa Solo, and our heroes must come together to defeat a new threat.*

  (***Heart of the Jedi***)

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Heart of the Jedi* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

- *In the wake of the Force-related threat and its follow-up, Luke Skywalker, Leia Organa Solo, and our heroes must come together to defeat a new threat.*

  (***Legacy of Doom***)

***NOTE: Don't remember this one? Don't be surprised. This summary is based on research conducted by Research Assistant Andrew Gordon into stories proposed or put into production for the Official Continuity but eventually cancelled for some reason. The most famous of these stories is *Lightsider*, of course, but *Legacy of Doom* is among them as well. The story never came to exist, so the information is just flavor text for our purposes, with no Official backing whatsoever at this point. Consider it historical curiosity.**

Exiles of the Force (cancelled comic series: Unknown)*

Exiles of the Force, Part I (cancelled comic: Unknown)*
Exiles of the Force, Part II (cancelled comic: Unknown)*
Exiles of the Force, Part III (cancelled comic: Unknown)*
Exiles of the Force, Part IV (cancelled comic: Unknown)*

***NOTE: This story never came to exist. It may have consisted of more or less individual issues, but four seems a nice round number for a mini-series. Consider it historical curiosity.**

Heart of the Jedi (cancelled novel: Kenneth Flint)*

Heart of the Jedi (cancelled novel: Kenneth Flint)*

***NOTE: This story never came to exist. Now we know why this year has no Bantam novels in it. Consider it historical curiosity.**

Legacy of Doom (cancelled novel: Margaret Weiss)*

Legacy of Doom (cancelled novel: Margaret Weiss)*

***NOTE: This story never came to exist. Now we know why this year has no Bantam novels in it. Consider it historical curiosity.**

16 ASW4

- *The New Republic develops the K-wing starfighter.*

  (conjecture based on *Before the Storm*)

- *The E-series protocol droid is placed into service.*
  (conjecture based on *Before the Storm*)
- *With enough* Nebula*-class New Republic Star Destroyers completed, the New Republic creates a new armada called the Fifth Fleet.*
  (conjecture based on *The Essential Chronology*)
- *On Tatooine, Sliven, a Tusken Raider, is wounded and nursed back to health by the Veila family. Shortly thereafter, the family's home is attacked by his tribe. Tryst and Cass Veila are killed. Only Tahiri Veila survives. Sliven, guilt-ridden, takes her into the tribe, against the wishes of his fellow Sandpeople. He must promise that she will pass the trials of a Tusken Raider when she comes of age, or he must forfeit his life.*
  (conjecture based on *Junior Jedi Knights: Promises*)
- *Kiles L'toth becomes Associate Director of the New Republic's Astrogation Survey Institute.*
  (conjecture based on *Before the Storm*)
- *After a fruitless search for Jorj Car'das, Lando Calrissian and Mara Jade return to Coruscant.*
  (conjecture based on *Vision of the Future*)
- *Roa gives up his import-export business.**
  (conjecture based on *Hero's Trial*)*

***NOTE: This assumes that "almost ten years ago" can be rounded to nine years ago, which is a pretty save bet, I think.**

- *The New Republic is actually in a state of peace, approaching the 1,000th day of peace. Leia Organa Solo, however, knows that such a state cannot last. She proposes the building of a new, stronger fleet, and is met with harsh opposition. As the daughter of Darth Vader, some fear she will become a dictator. Others simply do not see the need for such a venture. On Yavin IV, Luke Skywalker turns over the Jedi Academy to Streen and leaves, searching for himself you could say. He goes to Coruscant and creates a home in the visage of Vader's to live in as a hermit. Elsewhere on the planet, Han Solo marvels at the* Millennium Falcon*, newly upgraded. Its first journey, though, will be without him. Chewbacca will take it to Kashyyyk to visit his family and witness his son's coming-of-age hunt. Also growing restless in the peacetime, Lando Calrissian gathers Lobot and C-3PO and heads out to investigate a strange ship, the Teljkon Vagabond, which appears and disappears frequently, but has never been fully explained and understood. In an effort to make more diplomatic ties for the New Republic, Leia begins negotiations with Nil Spaar, a Yevethan from the Koornact Cluster. Luke is visited by Akanah Pell, a Fallanassi trained in the ways of the White Current (an offshoot of the Force), who asks him to help her search for her fellow Fallanassi, a group which may include Luke and Leia's mother, whom she says is named Nashira. Leia will have no part in it, saying she has buried her past and moved on, but Luke agrees to go with Akanah. Elsewhere, New Republic ships find a derelict Star Destroyer missing its compliment of Black Sword Command vessels. Admiral Ackbar orders a discrete search made for them. In space, Lando and his New Republic task force (led by Colonel Pakkpekatt) find the Vagabond and almost lose it again. When it transmits a message (the Quella race's genetic code), Lando tries to communicate with it in its language and it allows he, C-3PO, and Lobot to board. Once they are onboard, though, the ship jumps to hyperspace again. Growing suspicious of the Yevetha, the New Republic sends a fleet (including Han Solo) to the rim of the Koornacht Cluster. Searching for the Fallanassi on Lucazec, Luke and Akanah are attacked by Imperials, but escape harm. On Coruscant, Nil Spaar speaks with opponents of Leia and then fakes his leave-taking being stopped by force. Along with the remains of a probe his people destroyed outside of Yevethan space, he presents a very anti-Leia message to the Senate, which turns the majority of the Senate against Leia. With such a political fiasco, Leia is forced to recall the fleet from the Koornacht Cluster.*

As soon as the New Republic ships are out of sight, the Yevethans release their Black Fleet upon neighboring worlds, committing genocide on non-Yevethan populations and taking over the planets. Only Plat Mallar of Polneye escapes and manages to warn the New Republic of the truth. Leia considers resigning her position but is talked out of it. Shortly thereafter, Nil Spaar addresses the entire New Republic and accuses Leia, the daughter and heir of Darth Vader, of trying to create a second Galactic Empire and ordering the destruction of civilizations in the Koornacht Cluster. His ultimatum--either Leia must resign, or the Yevethans declare war on the New Republic.

(***Before the Storm***)

- *Aboard the Teljkon Vagabond (the Quellan ship, in other words), Lando, Lobot, and C-3PO learn that the ship is alive. It also comes under Imperial pursuit after entering Imperial space, destroying an Imperial vessel in self-defense, and escaping. Luke and Akanah continue on from Lucazec to Teyr and then to Atzerri. Along the way, Luke is falling for Akanah as she teaches him about the White Current. Once on Atzerri, Akanah, alone, speaks with her father, Joreb Goss with no luck. Luke also receives an answer to a secret query about the Fallanassi from Coruscant. Akanah's ship is an inheritance from her late husband Andras, and no records of the Fallanassi or White Current exist. Luke begins to have his doubts. They then continue on to J't'p'tan, near the Yevethan atrocities. Near Yevethan space, the New Republic fleet converges at the edge of the Koornacht Cluster. On Coruscant, Leia, newly returned from time off with Han to clear her mind, signs all of the Yevethan's victim worlds into the New Republic, much to the anger of the Senate. Leia issues an ultimatum of her own to Nil Spaar--withdraw from non-Yevethan worlds or be forced from them. After a week of stalemate, Leia sends the Fifth Fleet to blockade the victim worlds. The Yevethans attack. The Senate, in retaliation, tries to impeach Leia, but does not get through the entire proceeding. Her urgings for a larger fleet are then validated with news that the Black Fleet still exists and is under Yevethan control. A second fleet, led by Han, is sent to the Koornacht Cluster, but a disgruntled ex-Senator, Peramis, warns Spaar, whose forces decimate the fleet and capture Solo. With Solo as Spaar's bargaining chip, the Senate gives Leia an ultimatum--resign or be forced from office, for the best interests of the New Republic.*

(***Shield of Lies***)

- *Under assault by Kueller, Almania contacts the New Republic for help, but with the Yevethan Crisis taking place, the New Republic cannot help them.*

(conjecture based on *The New Rebellion*)

- *On Kashyyyk, Chewbacca learns of Han Solo's capture and calls his son's coming-of-age hunt to a halt, works to refit the* Millennium Falcon *for combat, and heads for the Koornacht Cluster. Aboard the Teljkon Vagabond, Lando Calrissian, Lobot, and C-3PO hunt for the ship's control nexus (or brain). On Coruscant, Leia is brought before impeachment proceedings because she refuses to step down as Chief of State. On N'Zoth, the Yevethan homeworld, Han Solo is ordered by Nil Spaar to order the New Republic fleet to leave the Koornacht Cluster. Han, of course, refuses. Aboard the Vagabond, the Imperial ships in pursuit finally damage the ship. For help, Lando summons the* Lady Luck *by remote. The New Republic task force follows. Shortly thereafter, Lobot uses his cybernetic implants to communicate with the living ship and learns that it is heading to the Quella homeworld, Maltha Obex. In a media coup, Intelligence Director Admiral Hiram Drayson leaks news of Plat Mallar's story to Cindel Towani (remember her?) of the press, just as the truth about Peramis' selling out of Han hits the media as well.* Some *confidence returns to Leia. To counter this small victory, Spaar informs the New Republic that it has signed into an alliance with the remnants of the Empire--a false claim, made nonetheless effective by public ignorance of the reality of the situation. He then sends out another transmission in which he is shown beating*

Han senseless. Spaar ends the transmission with an order for the New Republic to leave the Koornacht Cluster. On J't'p'tan, Luke and Akanah find a world ravaged by the Yevetha. Luke realizes that Akanah has been using him to find her hidden home when she uses White Current abilities to cloak herself, as the Fallanassi Circle decloaks in front of him. Nashira, he is told, is not his mother, and the Fallanassi actually have a cloaked, intact, home on the planet, despite the seeming wasteland left by the Yevethans. Luke then suggests that they use the amazing cloaking power to help end the current crisis. On Coruscant, Leia declares war on the Yevethans of Spaar's Dushkan League, against the wishes of much of the Senate. At N'Zoth, the Millennium Falcon *makes its way to the Super Star Destroyer that serves as Spaar's prison vessel. Chewbacca and Lumpawarrump save Han from the prison and a Fallanassi prisoner uses an illusion to cover their escape. Such bravery serves as Lumpy's coming-of-age and he chooses the adult name Lumpawaroo, with the shortened name Waroo. They meet up with the Fifth Fleet as Luke arrives and outlines his Fallanassi-utilizing plan. The fleet (with extra ships provided by Fallanassi illusions) jumps to N'Zoth and issues a final warning to Spaar. Spaar orders the Black Fleet to attack, but Imperial Major Sil Sorannen, knowing defeat is inevitable, stuns Spaar, takes the Black Fleet, and retreats back into Imperial space. As for Spaar, he is ejected while the flagship is in hyperspace. Back at N'Zoth, the New Republic force is victorious. The Fallanassi prepare to leave for a new home, and tell Luke the truth of Akanah's ruse. She had been separated from the group when her mother betrayed the Fallanassi to the Empire. She had used Luke to return to her people. At Maltha Obex, the Vagabond arrives and begins blasting the planet. Luke is called to help, and they realize that the Vagabond is not trying to destroy the planet. It was created to reawaken the Quella, frozen in suspended animation on the surface, after the freezing effects of the destruction of the planet's two moons had passed. The ship is recreating an entire civilization. After one more week of soul searching, Luke decides to destroy his hiding place on Coruscant and return to the Academy, no longer running from himself.*

(***Tyrant's Test***)

- *In the wake of the Yevethan Crisis, Gavin and Sera Darklighter take in Gavin's sister and her children. (His brother-in-law had been killed during the Yevethan Crisis).*

  (conjecture based on *Onslaught*)
- *Ayddar Nylykerka is promoted to the position of chief analyst in the asset tracking division of the armed forces in the wake of the Black Fleet Crisis.*

  (conjecture based on *Hero's Trial* via *TimeTales*, abridged)
- *Incom develops a new, astromech-free, version of the X-wing starfighter, the T-65D-A1. Impressed, General Wedge Antilles orders these fighters integrated into the New Republic fleet, and older starfighters remodeled with the new technology. Unbeknownst to him, shortly after the modifications begin being made, many of the X-wings are sabotaged.*

  (conjecture based on *The New Rebellion*)
- *The Fit of Galantos join the New Republic. Shortly thereafter, Borsk Fey'lya visits Galantos and is virtually driven off by how incredibly meticulous the Fia are with conversation.*

  (conjecture based on *The Essential Guide to Alien Species*)

The Black Fleet Crisis [continued] (novel trilogy: Michael P. Kube-McDowell)

Before the Storm [continued] (novel: Michael P. Kube-McDowell)

Chapters 1 – 15

Shield of Lies (novel: Michael P. Kube-McDowell)

Lando

Chapters 1 – 4

Luke
Chapters 5 – 9
Leia
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Tyrant's Test (novel: Michael P. Kube-McDowell)
Chapters 1 – 2
Interlude I: Vagabond
Chapters 3 – 4
Interlude II: Ambush
Chapters 5 – 6
Interlude III: Derelict
Chapters 7 – 8
Interlude IV: Maltha Obex
Chapters 9 – 10
Interlude V: Rendezvous
Chapter 11
Epilogue: Coruscant, Eight Days Later

17 ASW4

- *On Tatooine, Labria is recognized as the Butcher of Montellian Serat, and flees to Peppel.*
  (conjecture based on *Star Wars Encyclopedia* and *The Last One Standing: The Tale of Boba Fett*)
- *Gariel Captison is voted out of office as Prime Minister of Bakura. Two days later, Pter Thanas dies of Knowt's disease.*
  (conjecture based on *Assault at Selonia*)
- *The smuggler Thanta Zilbra, fleeing from a crimelord who was trying to collect a debt, manages to crash on an uncharted world. He named the planet and its star after himself, and then discovered an unusual fungus growing on the desert planet. He named the fungus Zilbra fungus, and made a deal with the New Republic to provide samples for biological testing. This generated a hefty profit for Zilbra and his outpost world, until the star Thanta Zilbra was destroyed by the Sacorrian Triad. Zilbra himself was killed in the resulting destruction, but not before he forced his four sons and two daughters onto his aging transport and made them flee the planet.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, verbatim)
- *On the planet Almania, a man known as Kueller, who is working with Brakiss, murders 1,651,305 people instantly on the planet Pyrdr. As with the destruction of Alderaan, this sends a "great disturbance" throughout the Force. Across the galaxy, a smuggler named Jarril asks Han Solo to check out some strange happenings at Sumggler's Run. On Coruscant, Leia Organa Solo reluctantly welcomes former Imperials into the Senate, just as the Senate Hall explodes. Several Senators (though none former Imperials) perish. In the ensuing chaos, Jarril is murdered by stormtroopers, but Leia is safe. The Senate, outraged and worried, orders an independent investigation and emergency elections. In yet another act of fate that makes the former Imperials look guilty, even more former Imperials are elected in the emergency votes. In space, Lando finds Jarril's ship and body. Upon investigating his logs, a message is found that seems to link Solo to the bombing. Back on Coruscant, Luke believes that his former student Brakiss may have been behind the attack. He leaves to find Brakiss. Han heads for Smuggler's Run for clues as Lando hastily follows, fearing that Han may run into a man named Nandreeson, an old foe. In a New Republic hangar, R2-D2 and C-3PO find a bomb hidden in Luke's new-model X-wing. Cole Fardreamer, a fellow*

Tatooine native, discovers several more. It would appear that the Imperially marked bombs were placed in the systems when the engines were overhauled by Kloperian mechanics. A Kloperian, unhappy with their snooping, blasts R2-D2, though not badly enough to destroy him. On Telti, Luke has tracked down the lonely Brakiss. Brakiss is to give him "orders" to go to Almania, but insists that Luke not go, for his own safety. Luke does not heed the warning, and heads for Almania. At Smuggler's Run, Han and Lando have a run-in with Nandreeson that almost leaves Lando dead. At the same time, on Coruscant, many of the former Imperial Senators learn of Jarril's incriminating statements about Han and order his arrest. Leia, for defending Han, is also an object of suspicion. Almost at Almania, Luke's sabotaged X-wing explodes (well, close enough). Luke survives, as Kueller sends Leia a mental image of Luke's situation, a demand that she turn over the New Republic to him on threat of killing her family, and another demonstration of his power--the destruction of all life on another world. Leia, knowing that this threat on her loved ones would compromise her objectivity, turns over the role of Chief of State to former Chief of State Mon Mothma, and heads for Almania with a small New Republic fleet. Elsewhere on Coruscant, R2-D2 has been repaired and he, along with Cole Fardreamer and C-3PO, heads out for where the bombs were manufactured, Telti. On Smuggler's Run, Han and Lando elude and defeat Nandreeson only to have their plans of heading to Almania cut short when droids all across the asteroid explode. The droids were stolen from a ship heading for Coruscant. The capitol was their original target. With this information, Han and Lando contact Talon Karrde and Mara Jade for help. On Telti, the droids and Cole meet Brakiss and find the source of the bombs. On Almania, Luke learns that Kueller is none other than his fallen Jedi student Dolph. He is imprisoned, but with the help of a Force-sensitive Thernbee (or at least a psychic Thernbee), he escapes just as Leia and the fleet arrive. Leia goes to the surface. She helps him make it back to her ship, but Kueller catches them en route. Luke is bested and believes his only hope is to sacrifice himself to give Leia strength, as Obi-Wan did for him on the first Death Star*. He does not have to, though, as Mara arrives with Ysalamiri to weaken Kueller. Kueller tries to activate all of his droid-based bombs, but R2-D2 has deactivated them from Telti. The enraged Dark Jedi has nothing left to lose but his life, which Leia takes with a blaster shot in self defense. With the Almanian Crisis finally over, Leia reclaims her role as Chief of State of the New Republic.*

(***The New Rebellion***)

- *Luke Skywalker recommends to the New Republic that relief be sent to Almania to help the human population and the semisentient thernbees.*

(conjecture based on *The Essential Guide to Alien Species*)

- *With Kueller's defeat, Brakiss wanders the galaxy, eventually coming to the attention of the Second Imperium, supposedly under the leadership of a resurrected Palpatine (but really under the leadership of several Royal Guards).*

(conjecture based on *Star Wars: The Roleplaying Game*—"The Dark Side Sourcebook")

- *With the New Republic still handling problems from the recent bombings staged by Kueller, General Airen Cracken suggests a bold plan to capture the Super Star Destroyer* Guardian*. To do so, he enlists the aid of Cryle Cavv and his nephew, Sienn Sconn. Cavv had retired yet again from his special ops team several years earlier, and Sienn had lost the love of his life, Shandria L'hnnr over a squabble about their future, thus leaving him embittered, though he has all the money one could ask for, thanks to his thieving skills. Cracken gives them the title the "New Republic Special Acquisitions Unit" and, much to Sienn's dislike, sends them after the ship. The* Guardian *had become stranded in space a while before after a battle at Tantive V, and was suspected to be lying dead (well, at least without hyperdrive) in space at some unknown location. Imperial shuttles from the*

Guardian *have been noted making supply runs for hyperdrive parts, thus leading Cavv and Sienn to Sensyno Station, where they intend to take the places of Burgo Teage and his bodyguard, Gronk, who are delivering hyperdrive parts to the Imperials. In that fashion, they hope to make it aboard the* Guardian *to take it over. Upon arrival, Cavv gets Burgo drunk and figures he is out of commission, as Sienn secures Burgo's quarters . . . or tries to. He has to duke it out with the real Gronk, and while he's saved when Cavv arrives, his famous staff is destroyed. The Imperials meet with them and all goes well, until the real Burgo and Gronk reappear in the room, and a shootout commences. Cavv and Sienn survive, but now lack Imperial escorts. They put on Imperial uniforms and fly (thanks to preset coordinates) the Imperials' shuttle to the* Guardian*. Once aboard, they take two stormtrooper uniforms and infiltrate the ship. The* Guardian*'s CO, Admiral Gaen Drommel, and his men find the stormtroopers' unconscious forms and orders a search for the intruders, led by Colonel Niovi. Elsewhere, Cavv and Sienn run into CT-EX, an annoying protocol droid, who tells them that New Republic prisoners are being held in the detention block. After messing with CT-EX's programming, the two head for the detention block and free the prisoners . . . including Shandria. She and Sienn have issues to work out, but time is short. A short time later, Sienn and Cavv head for engineering, but are captured by Drommel and his men. They are questioned to no avail and then escorted to the detention block by a group of stormtroopers and officers who just happen to be the newly-freed New Republic team. Thanks to CT-EX, they reset the newly-repaired hyperdrive to leap to a New Republic battle group for capture, and Drommel, as predicted, attempts to leap them to safety, landing them in the trap. The New Republic team, lead by Cavv, enters the bridge of the* Guardian *and calls for Drommel's surrender, though he seems prepared to have a shootout on the bridge. Luckily, Niovi is more sensible. He kills Drommel, takes acting command of the* Guardian*, and surrenders it to the New Republic. A short time later, Cavv is ready to re-enter retirement, Sienn has already given Cracken his resignation from the temporary post, and Shandria and Sienn finally have their chance at happily ever after.*

(***Two for One***)

- *Imperial Moff Disra takes on the actor Flim, offering him the role of his life—impersonating Grand Admiral Thrawn in Disra's burgeoning plot to make himself the next de facto Emperor.*

  (conjecture based on *Specter of the Past*)
- *Shalam opens political and economic negotiations with the New Republic.*

  (conjecture based on *The Last One Standing: The Tale of Boba Fett*)
- *In the wake of the Almanian crisis, Imperial and warlord factions attempt to regain a foothold, assuming the New Republic will not strike back at full force. They are mistaken. The Empire is pushed back to a mere eight sectors. The warlords, including a resurfaced Daala, are pushed back as well..*

  (conjecture based on *The Essential Chronology*)

The New Rebellion (novel: Kristine Kathryn Rusch)

The New Rebellion (novel: Kristine Kathryn Rusch)

Chapters 1 – 55

The Adventures of Sienn Sconn [continued] (AJ short stories: Paul Danner)

Two for One (AJ15 short story: Paul Danner)

18 ASW4

- *Han Solo becomes liason to the Independent Shippers Association.*

  (conjecture based on *Specter of the Past*)
- *The spice-mining operation on Kessel goes bad, and Lando Calrissian leaves the operation to run a new operation, Dometown, on Coruscant.*

  (conjecture based on *Ambush at Corellia*)

- *Mara Jade and the crew of the* Wild Karrde *are taken prisoner by Ja Bardrin, who tells Jade that he will kill the others if she does not agree to go to Torpris to save his "beloved daughter," Sansia (and his beloved ship, the* Winning Gamble*, from the clutches of his arch nemesis, Chey Praysh. She reluctantly agrees and goes to Torpris where she will be taken by Praysh as a slave. As she is being brought in, she is warned off by a Togorian named H'sishi, but continues to play to the guards. When the guards open a container she was supposed to deliver (which holds her lightsaber in a secret area), they toss it away to the local scavengers, and H'sishi picks it up. So much for weapons. Mara is taken to meet Praysh, where she is tested with whips, but plays the part of the victim very well. She is taken to the slime pits where the females are kept. There, she meets Sansia, who tells her that her father is most likely after his incredibly advanced ship, not her. The ship has capabilities such as the ability to automatically figure out a target's defenses and such, which makes it very valuable to Bardrin. Mara manages to fake an injury so she can use the Force to steal chemicals from the medical center, which she then uses to cause a fire and have acid weapons to help her escape with Sansia. They are caught, though, and taken before Praysh, who already knows that Mara wasn't there on behalf of the Mrahash of Kvabja as she said she was. His men usher H'sishi into the room, who shows part of the container Mara brought (the part holding the lightsaber inside it) to Praysh. It bears the sear of the Uoti Corporate, an enemy of Praysh, from whom he had recently stolen some valuable new technology. H'sishi then busts open the container, tossing the lightsaber to Mara. As H'sishi takes out hidden gunports, Mara takes out the guards in the room. Pyrash has escaped, though, and so has Sansia. Thinking that Sansia may be deserting them, they race to the landing pad, where they see Sansia use the* Winning Gamble*'s great weaponry to destroy every other ship before dropping down to pick them up and head off of the planet. Jade, H'sishi, and Sansia arrive back at Bardrin's headquarters only to find Talon Karrde in charge, with Bardrin suitably subdued. Karrde had called in a favor with Leia Organa Solo and taken the headquarters with some Noghri. He reveals to Sansia that it seems that Bardrin purposely let Sansia be captured, so that the ship could uncover the defenses of Praysh's base. They would then rescue Sansia and use the information to destroy Praysh's base and steal the Uoti technology. Sansia is none to happy about being used as bait, so she takes a controlling amount of shares in the family business from her father to give her control of the business and gives the* Winning Gamble *to Mara. She says she will pay Karrde back for his assistance, and he says he'll be in touch. Later, aboard the* Wild Karrde*, Karrde offers Mara the chance to step out of her stressful role in his organization for a little bit and have him help her set up a legitimate business, so that when she returns, if she returns, she'll be calmer and more ready to resume her command-level duties. She agrees. Karrde also tells her he will be taking H'sishi on as a crewmember. He tells Mara that H'sishi had found the lightsaber in the container and had no doubt that if she got to Mara, Mara would save the day. She is, after all, a Jedi. Mara scoffs at the idea of being called a Jedi, but busies herself with namin her new ship. The* Winning Gamble *sounds too much like a Han Solo or Lando Calrissian vessel. Remembering her tactics with the chemicals, she christens the ship the* Jade's Fire*.*

(***Jade Solitaire***)

- *Han Solo and his family are preparing for a vacation/trade summit on Corellia. They meet Belindi Kalenda, who is an agent for New Republic Intelligence. Kalenda tells them that she wants to use their trip to Corellia as a cover to insert an intelligence team onto the planet. (None of the previous teams returned.) As Han and Kalenda discuss the details, they discover and destroy a probe droid spying on them. Han keeps it a secret from his family, and they continue their preparations. At Mon Mothma's home, Luke Skywalker has met with her and*

been told that he should prepare for his later years, perhaps for a career in politics. She sends him to meet with Lando, who is on his own mission--to get married. On his way, he stops by and gives Leia a new lightsaber. Kalenda heads for Corellia on her own, but is shot down. The Millennium Falcon *follows soon after, observed during launch by Human League member Pharnis Gleasry. Luke arrives at Dometown and learns of Lando's "big plans" to marry someone rich. Luke's part will simply be to show prospective wives just how important Lando is. Luke reluctantly agrees, and they leave Dometown in the* Lady Luck*, along with R2-D2 and C-3PO. They arrive shortly on Leria Kerlsil where Lando prepares to wed a life-witch named Karia Ver Seryan. The droids point out just what she is, and he declines the marriage. The hunt for a wife continues. Across the galaxy, a star suddenly goes supernova. Near Corellia, the* Falcon *exist hyperspace into an ambush and is subsequently saved by Corellian ships--all part of an elaborate show, it seems. Across the galaxy (again), Mara Jade receives a message from Gleasry which is meant for Leia. She leaves for Corellia to deliver the message. The Solos finally arrive on the planet and meet Ebrihim and his droid Q9-X2, whom they hire to watch over the children. They have learned much in their short time on the planet. Corellia is near economic collapse, with the three native races (Human, Drall, and Selonian) on the verge of civil war. Han wants to witness the social decay for himself, so he heads to the streets and is subsequently captured and beaten senseless by Human League members before being dumped unceremoniously back at home. Days later, the Solos take a tour of the planet with Ebrihim as their guide. While on this tour, Anakin Solo finds an intriguing underground installation. Elsewhere, Lando is having no luck. His latest candidate, Condren Foreck, had just gotten married. He and Luke head for Sacorria to meet with Tendra Risant. Upon meeting her, the locals warn them to leave the planet. Back on Corellia, things are coming to a boil. Han senses this and tells Kalenda, who survived her ship being shot down, to prepare for action. As the trade summit begins, Mara arrives with the message for Leia. It is a threat from a mysterious party who claims that if their demands are not met, they will destroy several stars, including Corell. Almost immediately, the Human League takes action and race riots break out all across the Corellian system. All communications into or out of the system are disabled. The Coronet House where the Solos are staying is bombed, but the Solo children, Chewbacca, and Ebrihim are able to get out on the* Falcon *in time, only to have the ship damaged by air attacks. As the chaos grows exponentially, the Holonet brings an ominous message. Thracken Sal-Solo, leader of the Human League and architect of the newly-spawned warfare, declares himself ruler of the Corellian system and secedes from the New Republic. He orders all non-humans out of the system or he will destroy another star system. He then blocks even the Holonet from usage. As Kalenda (with a copy of the message), tries to escape, the* Lady Luck*, just entering the system, does likewise. Just as the* Lady Luck *gets to the edge of Corellian space, an enormous gravity well (like that of an Interdictor) comes into effect and blocks all hyperspace travel into or out of the system. The system is now Sal-Solo's own personal fortress. As for Han, he is captured while attempting to cover Kalenda's escape. As for Leia, she is captured as well.*

(***Ambush at Corellia***)

- *Leia Organa Solo is captive in Coronet House. Han Solo is stuck in a Human League prison. Thrackan Sal-Solo, who hates his cousin Han, determines that Han will be forced to battle Drackmus, a Selonian, in a gladiator-like event. On Coruscant, Luke and Lando have managed to make it from the edge of the gravity well and to the capitol. When they speak with heads of New Republic Intelligence, it is determined that the gravity well and communication jamming must be originating from an old space station in the Corellian system called Centerpoint Station. With precious little time to act, the New Republic decides to*

borrow a fleet instead of spend the time to build their own. Luke heads for Bakura to negotiate for the use of a Bakuran fleet. He only hopes that his feelings for Gariel Captison will not get in the way. They wind up learning that Gariel is married with a daughter, and that the fleet will go to the Corellian system as the New Republic wanted. On Drall, the remaining Solos, Chewbacca, and Ebrihim land to escape the chaos of the system. They end up staying with Ebrihim's aunt Marcha. On Corellia, Han is forced to share a cell with Drackmus, but they end up coming to understand one another, and agree that escape is necessary. At Coronet House, Leia finds that she has a new "cellmate," Mara Jade. The two women plan to escape as well. They manage to do so and take the Jade's Fire *off-planet. The Bakuran fleet then heads for the outskirts of the Corellian system, utilizing a flaw in the gravity well. Their hope is to make it to Selonia and use it as a base from which to retake the rest of the Corellian system, but they have a long way to go. Back on Drall, Ebrihim notices that, just like on every other planet in the system, a massive archaeological dig is taking place. Tendra Risant leaves her home to head for Selonia. At about the same time, Han and Drackmus make their way out of the prison and onward to Selonia. Aboard the* Jade's Fire*, Leia and Mara head for Selonia as well. On Drall, Chewie and the others investigate the local dig and learn that it houses a giant repulsor, leading them to realize that the entire system was artificially created. In space, the Bakuran fleet advances and runs head-long into an opposing fleet, just as Han, Drackmus, Leia, Mara, and Tendra enter the area. The battle is fast and furious, until suddenly one of the planetary repulsors is used to destroy one of the Bakuran vessels. Across the galaxy, Wedge Antilles and other New Republic forces evacuate the last inhabitants of the Starbuster plot's hit-list's next victim system, just as the Starbuster destroys the star and the system with it. These people are safe, but now the Starbuster is aimed at a more populated system, and an unknown faction has access to the repulsors as weapons of surface-to-space destruction.*

(***Assault at Selonia***)

- *Han, Drackmus, Leia, Mara, and Tendra arrive on Selonia. On Drall, Anakin learns, using the Force, to use the repulsor at the dig site. In space, the Bakuran fleet approaches Centerpoint Station, battered, but still a force to be reckoned with. On Corellia, Thrackan Sal-Solo learns that the Drall repulsor is operable and sends a team to capture those responsible--the Solo kids. The fleet reaches Centerpoint Station and Luke, Gariel Captison, Kalenda, R2-D2, C-3PO, and Lando enter the station. They meet Jenica Sonsen and learn that the station was evacuated after the first supernova. They then realize that the station is building in power and must escape before it becomes uninhabitable. At that point, the truth becomes clear--Centerpoint Station* is *the Starbuster weapon. On Selonia, the newly reunited Leia, Han, and Mara are taken prisoner by the locals. On Drall, Sal-Solo arrives with his team, captures the Solo children, Ebrihim, Chewie, and Q9-X2, and takes command of the planetary repulsor. Sal-Solo drops the communications jamming and transmits an image of him with the children to the system in triumph. This enrages the family-based Selonians, who set Han, Leia, and Mara free, just as Luke arrives. Shortly thereafter, Anakin Solo and Q9-X2 manage to free themselves, Jacen, and Jaina. They take the* Millennium Falcon *and disable Sal-Solo's ship. Lando arrives with New Republic forces and they free Chewie and Ebrihim (and take in the children as well). During the ensuing "invasion," the New Republic captures Sal-Solo and the Drall repulsor. They determine that the way to defeat the Starbuster is to use the repulsor to deflect the Starbuster's next shot to Centerpoint Station, destroying it. As plans are made, the gravity well deactivates, and the true force behind the Starbuster plot reveals itself to be the Sacorrian Triad, whose ships are en route to Centerpoint Station. The Bakuran fleet attacks the Sacorrian Triad fleet as Anakin tries to prepare the repulsor. A small New Republic fleet arrives to help, but the Triad*

fleet is not truly defeated until Gariels' ship kamikaze's a Triad ship, causing an explosion that disables many of the Triad ships. On Drall, Anakin gets the repulsor active just in time and the Starbuster plot is foiled. In the aftermath, Gleasry and other Human League members are arrested, Marcha (Ebrihim's aunt) is appointed governor of the sector, and Lando and Tendra make wedding plans.
(***Showdown at Centerpoint***)

- *Jacen, Anakin, and Jaina meet Jenica Sonsen on Corellia after the defeat of the Sacorrian Triad.*
  (conjecture based on *Jedi Eclipse* via *TimeTales*, verbatim)
- *Belindi Kalenda's role in the Centerpoint Crisis becomes known to her superiors, putting her on the fast track for promotions down the line.*
  (conjecture based on *Hero's Trial*)
- *Marcha is made Governor-General of the Corellian Sector, moving the reigns of power away from humans, which does not sit well with much of the populace..*
  (conjecture based on *Hero's Trial*)
- *Lando Calrissian and Tendra Risant are married.**
  (conjecture based on *Balance Point*)*

***NOTE: Until the release of *Balance Point*, the resolution to the question of whether or not Lando and Tendra finally married was up in the air. Finally, in BP, Tyers refers to Tendra as Lando's wife, ending the debate. Now, since we don't really hear much of Tendra again until she's mentioned in BP, it's questionable whether or not this event takes place now, or sometime between now and BP. I'm going to assume it took place here and was just not mentioned when we see Lando later, just as Luke's marriage to Mara isn't mentioned in the YJK novels, but simply assumed to have existed without being mentioned.**

Jade Solitaire (TFTNR short story: Timothy Zahn)

Jade Solitaire (TFTNR short story: Timothy Zahn)

The Corellian Trilogy (novel trilogy: Roger MacBride Allen)

Ambush at Corellia (novel: Roger MacBride Allen)

Visible Secrets
Breakage and Repairs
Family
The Dangers of Peace
Rough Welcome
Farewell and Hail
Proposal Accepted
Homeward Bound
Courting Disaster
Showtime
Message Intercepted
Learning Curve
Conversation by Torchlight
Sightseer
In Transit
Hail and Farewell
News Travels Slowly
Uprising
Circle Unbroken

Assault at Selonia (novel: Roger MacBride Allen)

Family Ties
The Fabric Torn
Coming In, Going Out
The Flowers of Home
Seems Like Old Times
Meetings and Lies
Trust
The Hard Way
Getting Involved

Getting There
The Tale of Ratiocination
Under the Iceberg
Yggyn's Choice
Underground Activity
Posture and Repulsion
Arriving Signals
All Together Now
On the Clock
Showdown at Centerpoint (novel: Roger MacBride Allen)
Approach
Landing
At the Source
Child's Play
Down the Hatch
The View From Inside
Seeing the Light
Meeting in Progress
If and When
Casting the Stone
The Ripples Spread
Incoming
Evasive Maneuvers
The Last Good-bye
Showdown at Centerpoint
Epilogue

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- *Flim officially reaches the end of the physical changes necessary to impersonate Thrawn. Moff Disra's plan begins to be put into effect.*
  (conjecture based on *Specter of the Past*)
- *Dark Jedi Brakiss goes to Dathomir and revives the Nightsister order within the Great Canyon. This new order no longer treats men with disdain. With these Nightsisters as his major claim to power, Brakiss constructs the Shadow Academy and prepares to train a new order of Dark Jedi.*
  (conjecture based on *Star Wars Encyclopedia*)
- *In the Dona Laza tapcafe, Boga Minawk becomes popular.*
  (conjecture based on *Specter of the Past*)
- *With the Senate Hall decimated beyond repair by Kueller's bombs, the new Grand Convocation Chamber is completed for use of the New Republic Senate.*
  (conjecture based on *Specter of the Past*)
- *Viqi Shesh is elected Senator for Kuat in the New Republic Senate.*
  (conjecture based on *Jedi Eclipse*)
- *Boba Fett tracks collects the bounty on Labria (Kardue'sai'Malloc), then heads for Jubilar, where he confronts Han Solo. In the resulting stand-off, both men let the other live and head their separate ways--to fight another day.*
  (***The Last One Standing: The Tale of Boba Fett***)
- *Boba Fett fulfills his promise to Kardue'sai'Malloc and makes sure his recordings get to a contact who can help them see the light of day.*
  (conjecture based on *The Last One Standing: The Tale of Boba Fett*)
- *Kardue'sai'Malloc AKA Labria is executed on Devaron. He is thrown to hungry quarra who eat him alive.*
  (conjecture based on *The Essential Guide to Alien Species*)
- *Leia Organa Solo takes a leave-of-absence, making Ponc Gavrisom acting Chief-of-State of the New Republic.*

(conjecture based on *Specter of the Past*)

- *At Bastion, Supreme Commander Pellaeon informs the assembled moffs that with the Empire still in decline, it is time to surrender (or at least make a peace treaty) with the New Republic. On Iphigin, Han Solo and Luke Skywalker ward off a pirate attack, only to have Luke sense clones on the ships. On Wayland, Leia Organa Solo, her children, Talon Karrde, and others sift through debris at Mount Tantiss. Lak Jit tries to steal some of the Tantiss datacards, but is stopped by Karrde. Upon looking at the cards Jit was attempting to steal, they come across an ominous title--Hand of Thrawn. The datacards also prove that it was a Bothan clan which allowed the Caamas Massacre to take place. Back on Bastion, the moffs (all eight of them) reluctantly agree to Pellaeon's plan, but Moff Disra secretly plots to foil the plan and take over the Empire for himself. Disra allies himself with Major Grodin Tierce (a former Royal Guard) and an actor named Flim. The plan is to use Tierce as a tactician and Flim as an elaborate portrayer of the deceased Grand Admiral Thrawn. He intends to use the Cavrilhu pirates to attack the Republic, "Thrawn" to rally Imperial forces, and his own knowledge of the Bothans' involvement with the Caamas Massacre to drive a dividing stake into the New Republic's heart. He also knows of Thrawn's old cloning facilities. On Coruscant, division is already occurring in the Inner Council due to the Caamassi information--and the news is spreading. At Bothawui, several cloaked Star Destroyers gather over the planet to wait for the inevitable gathering of forces. On an asteroid base, Luke and Mara have tracked the Cavrilhu pirates to one of their strongholds, and Luke barely escapes with his life, saved by Mara. All over the New Republic, riots are breaking out to decry the Bothans as a whole. President Gavrisom suggests that the Bothans help pay for (and find) a new home for the Caamassi. Borsk Fey'lya then informs them of the truth he has been hiding for quite some time--the Bothans are nearly out of money as it is. Leia and Han Solo go to Kothlis to confirm the figures. Back in Imperial space, Disra plans to attack Pellaeon as he tries to surrender to Garm Bel Iblis. Pellaeon, in an act of good faith, is himself trying to get records from Yaga Minor proving which Bothans were responsible for the Caamas Massacre, to help keep the New Republic he is surrendering to together. Back in New Republic space, Talon Karrde has gone to Booster Terrik for help in locating the clones Luke sensed. While aboard Terrik's Star Destroyer, the ship is buzzed by a strange TIE fighter which is transmitting a long alien message containing the name "Mitth'raw'nuruodo"--the full name of Grand Admiral Thrawn. Luke Skywalker receives a set of visions through the Force. The first is of events soon to pass on Bothawui. The second is of a possibly dead Mara floating in water somewhere. On Bothawui, the vision comes to pass. An Imperial sniper tries to kill Han and a Bothan clan leader but misses, which allows the appearance to lead people to believe that Han had tried to shoot the clan leader. They barely escape with their lives. Han is now an object of intense anger. Mara Jade tracks the mysterious TIE fighter to Niraua, only to find a strange fortress and be taken captive trying to enter. Karrde, worried about her, sends Luke to find her before his vision can come true. While transporting the Diamalan Senator Miatamia, Lando Calrissian and Miatamia are taken prisoner aboard an Imperial Star Destroyer and are introduced to "Thrawn" (Flim). Once released, they quickly spread the word (as intended) that Thrawn is indeed alive. When the New Republic learns this, and of an organized anti-Bothan movement known as Vengeance, the government is thrown into chaos. To protect their children from the chaos, Han and Leia send Jacen, Jaina, and Anakin Solo to Kashyyyk with Chewbacca for their own safety. After conferring on what to do, Lando asks Karrde to seek out Jorj Car'das, the only man they can think of who might have a copy of the Caamas Document, which would reveal which clan was responsible for the massacre. Before Karrde can leave, Shada D'ukal (recently having betrayed the Mistryl Guard and running*

for her life) arrives and joins Karrde in his search. Over Bothawui, a Leresen fleet is planning to attack a Bothan space station, but Rogue Squadron cannot save the station--their X-wings have been sabotaged. The station is destroyed. All across the New Republic, planets are taking sides, preparing to settle old scores, and using the Caamas Crisis as an excuse for vengeance of their own. The New Republic is coming apart at the seems. With Han and Leia being looked on with scorn, Gavrisom agrees with their better judgment and allows them to "go on vacation" to get out of the public eye. Near the rendezvous point between Pellaeon and Bel Iblis, forces sent by Disra attack Pellaeon's fleet, trying to make it look like a Republic ambush. Pellaeon knows better and destroys the attackers, deciding to continue waiting for the real Republic envoy. In space, Luke Skywalker heads for Niraua to save Mara Jade.

(***Specter of the Past***)

- *The legacy of Thrawn's life haunts the galaxy, even as plans are put in motion that may one day bring him back to life.**

(***Specter of Thrawn***)*

***NOTE: Consider this just a curiosity. The story was cancelled and will never see the light of day.**

- *While Disra and Tierce attempt to learn the identity of the Hand of Thrawn, their fake Thrawn graciously welcomes planets defecting from the collapsing New Republic into the Galactic Empire. On Niraua, Luke has arrived to meet a young Qom Qae, who leads him to the Qom Jha (the Qom Qae's rivals), who are holding Mara Jade. They manage to convince the Qom Jha to help Luke and Mara break into the fortress. Talon Karrde and Shada D'ukal manage to get word to Jorj Car'das that they are coming via a contact on Pembric 2. After making sure their message is understood, they head for the Kathol Republic. On Pakrik Minor, the vacationing Solos come across a cell of clones. They are clones of Soontir Fel created by Thrawn as a means of covert attack when he needed them. They reluctantly agree to help Han and Leia get to the Caamas Document on Bastion, so that they can then live in peace. Bel Iblis contacts Leia to speak with her ASAP, and Han calls Lando Calrissian from Varn to help in whatever Bel Iblis may need. Upon leaving, Lando is accompanies by Karoly D'ulin, who is searching for Shada. On the way into the fortress on Niraua, Mara and Luke become closer. They open up and allow each other to point out where the other has gone wrong. Luke is told that his actions since going to the Dark Side have tainted him and his actions for years. Mara is told that it is her need to have her own freedom that has blocked her access to her full potential in the Force. They finally enter the fortress and learn that it is indeed populated--by Chiss, Thrawn's race. On Bothawui, Wedge Antilles and Corran Horn (undercover) learn of a plot by a local Imperial cell to destroy or disable Bothawui's planetary shield generators, thus leaving the planet open to attack. Leia then meets with Elegos (a Caamassi), Zakarisz Ghent (Karrde's slicer) and reviews a message from Bel Iblis about Pellaeon's proposed surrender's terms. Leia meets with Pellaeon and he offers to give her a copy of the original Caamas Document in return for the New Republic allowing the Empire to exist as it is, as a separate sovereign entity. Han, Lando, Lobot, and a Verpine companion arrive on Bastion to try to get a copy of the Caamas Document themselves. This makes four attempts in the works to get the document: Han's team on Bastion; the political deal that would get information from Bastion; Karrde's search for Car'das; and a new plan, led by Bel Iblis, which involves his troops, with the help of Booster Terrik, raiding Yaga Minor for the information. The New Republic is desperate and is covering "all the bases." On Bastion, at about the same time as Han's group is being detected and hunted down, both Pellaeon and the Cavrilhu pirate leader Zothip arrive to see Disra. Zothip wants more money and power, while Pellaeon has found evidence linking Disra to both the pirates and the attack on his diplomatic mission. Disra manages to send Pellaeon off and meet with Zothip, but Zothip is not amused at Disra's*

condescending attitude. He tries to kill Disra, but Karoly steps out of the shadows where she has been spying and kills Zothip in revenge for an attack by the Cavrilhu pirates on the Mistryl. Back on the streets of Bastion, Han and his group are captured, it seems. Into the picture steps "Grand Admiral Thrawn." He "generously" gives Han and Lando a copy of the Caamas Document, tells them Borsk Fey'lya was behind the assassination attempt on Kothlis, and lets them go. They quickly learn that the document has been altered, but the effects of seeing Thrawn and being suspicious of Fey'lya remain. By the time they realize it, though, the New Republic government think that he has the real thing. Shortly thereafter, Karrde and Shada D'ukal finally find Jorj Car'das secret hideaway on the (supposedly mythical) planet Exocron. The Car'das they meet appears to be dying and senile, his computer files gone. A group of Aing-Tii ships appear in orbit and Karrde stays to help the locals fight them off. Back on Bothawui, Wedge and Corran are recalled to Rogue Squadron duty to aid in Bel Iblis' impending attack on Yaga Minor. On Niraua, Luke and Mara go ever deeper into the fortress and discover computer records that contain what could be the greatest threat to the New Republic on two fronts. It is a secret Empire of allies that Thrawn built up during his years in the Unknown Regions. If the Empire had access to such allies, the New Republic would be in deep trouble. Just as distressing is the reasoning for building such alliances--a vast threat from beyond known space that was powerful enough to make Thrawn *concerned. Shortly thereafter, Mara meets Admiral Voss Parck and learns of Thrawn's origins and that of the alliances he made. She also meets the long-lost Soontir Fel, who tries to convince her to join them in preparing to rebuild the Empire (or a semblance of one) upon Thrawn's promised return. She essentially tells them to "go to Hell," and she and Luke escape. Once outside, they recognize that the Hand of Thrawn was that very fortress (with towers seeming to form a hand reaching for the stars) and the information therein. Mara then sacrifices her ship, the* Jade's Fire*, by remote-piloting it on a crash course into the fortress. On Exocron, Car'das (whose home, failing health, and empty computers were but an act) reconciles old issues with Karrde and tells Karrde of how he joined the Aing-Tii after Yoda saved his life. He offers either the Caamas Document or a document proving the truth about Emberlene (a Mistryl massacre) to Karrde and Shada. When given the choice, Shada chooses the Caamas Document. The two head for the New Republic. On Bothawui, Leia, Han, and the clones witness the planet's shields drop as a result of Imperial (Disra's segment) sabotage. An Ishori cruiser opens fire on the planet as a massive firefight begins over the planet. Han and the clones notice a suspicious nearby comet and discover Disra's cloaked Star Destroyers. At Yaga Minor, the Republic task force is met by Disra's own forces and a fierce battle, one the Republic force has no hope of winning, ensues. Back on Niraua, Luke and Mara, concerned over the idea of "Thrawn's promised return" search through the remains of the fortress and find a clone of Thrawn set to a timer. He is about to be released. They are then attacked by guard droids and must enter a chamber flooding with water. This is the same water Luke saw in his vision. As death looms, Luke asks Mara to, if they survive, marry him. She accepts the proposal. Above Bothawui, Lando and Leia, at Han's urging, reveal the Imperial fleet and Lando takes command of a newly reunited New Republic fleet in fending off the Imperials. The Imperials retreat. At Yaga Minor, Pellaeon and his forces arrive and he meets with Disra. He reveals "Thrawn" as Flim and Tierce as a clone--part of a project to combine Thrawn's intellect with a Royal Guard's physique. Tierce retaliates to the accusation but is killed by Shada. Pellaeon orders a cease-fire, as Karrde helps Shada get her death mark removed. On Niraua, Mara uses her lightsaber to cause the rushing water to flood the cloning chamber. The chamber's power generator explodes, blowing them a hole to safety. In hibernation trances, they flow out with the water into a nearby body of water.*

Luke sees Mara lying there as in his vision, but al it takes is an "I love you, Mara" to wake her from her trance, safe and sound. Finally back with the New Republic, Luke gives the government the real Caamas Document, copied by R2-D2 from the Hand of Thrawn. Within two weeks of the debacle, terms are arranged and a peace treaty is finally created between the New Republic and the Galactic Empire. The Galactic Civil War is over. Karrde is appointed head of a new intelligence organization which works for both governments jointly. Luke decides to take part of the burden of Jedi training off of his shoulders and allow advanced students at the Academy to train others. And finally, fifteen years after their first meeting on Myrkr, Luke Skywalker and Mara Jade are to be married.

(***Vision of the Future***)

- *In the wake of the Caamasi problem, many high-ranking Bothan military officers resign. This void of power in the Bothan ranks helps propel Traest Kre'fey through the ranks, which will eventually lead to him being an admiral by the time of the Yuuzhan Vong invasion.*

  (conjecture based on *Onslaught*)
- *In this time period, the former Republic scout and Rebel Alliance pilot Roworr has become an independent scout of some repute, keeping his ties to old friends from the Alliance and making new ones among the Jedi and New Republic of this period.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Roworr, found on the Wizards of the Coast website)
- *Crowal becomes Moff of Valc VII.*

  (conjecture based on *Ruin* via *TimeTales*, paraphrased)
- *As Luke Skywalker and his wife-to-be, Mara Jade, enjoy a getaway to the Vlassy Nature Preserve on Garqi, they discuss their upcoming marriage and happiness. Mara is a bit concerned about Leia Organa Solo wanting to let the marriage be a symbol of the healing of the Rebel/Imperial rift (which has partially been closed by the new treaty with the Imperial Remnant, as it is referred to by the New Republic), but she and Luke both know it is for the best. On Coruscant, Leia officially announces the upcoming marriage, and is met with criticism that the marriage could be a move to solidify a Jedi power-base to establish a "Force Empire." Some suggest that Mara's hand in marriage might be part of the peace package with the Imperial Remnant. Leia can only be amazed at how one bit of happiness can be skewed to the will of politicians. The news spreads. Elsewhere on Coruscant, Wedge Antilles and his wife, Iella Antilles (formerly Wessiri) speak about it while also dealing with their two children, Syal (named after Wedge's sister) and Myri. At the Rogue Squadron headquarters, squadronmates are happy for Luke even as Wes Janson considers the possibility of single women at the wedding and Tycho Celchu and Gavin Darklighter laugh about Janson thinking the same thing at their weddings. In space, Talon Karrde and Booster Terrik speak about the marriage and Booster mentions wanting to purchase a Jedi artifact from Karrde as a wedding gift. On Yavin IV, the Jedi training will be left with Ganner and Wurth Skidder, while many older Jedi (including two married couples: Corran and Mirax Horn; and Tionne and Kam Solusar). Corran notes (echoing the thoughts of many* Star Wars *fans) that it is funny that everyone else saw that Mara and Luke were made for each other, long before they saw it themselves. Luke and Mara arrive on Coruscant and meet with Leia and Han Solo. Han has the unenviable task of telling Luke that, due to C-3PO's politicking, it looks like the wedding will be attended by far, far more people (especially politicians) than previously planned. Mara and Leia, along with C-3PO, meet with various designers about a wedding dress for Mara. After numerous ideas that Mara doesn't like, Mara decides to leave and "get some air." She ends up meeting Jari'kyn, a former designer for one of the designers she just met, who seems to honestly wish to make a great dress for Mara. Mara likes the designer, so she*

decides to let her design a dress, following her heart and instincts instead of the desires of the fashion industry at large. Elsewhere, Kam Solusar and Corran Horn spar in Luke's presence while they all talk about the marriage ceremony. Luke wishes it, although very publicized, to contain many Jedi elements, though they honestly have no idea if the Jedi Council of old condoned marriages. (It appears they did, though, based on the example of Ki-Adi-Mundi.) Kam and Corran point out that perhaps they should do as Corran and Mirax did: have one public wedding on Coruscant, and a private one elsewhere. They could simply keep the Jedi parts out of the public one, which, politically, would be best, since many people are still wary of the Jedi Knights after years of Imperial propaganda. On Dolis 3, Imperial employees who are down on their luck piss and moan about the glory days of the Empire and how Luke, Mara, and the rest of the New Republic "bigshots" are untouchable now. Moff Takkar shows up and after harsh words and some fisticuffs, he convinces the men to rally with him to "give them defeat on this day they celebrate their victory." Back on Coruscant, Luke has a dream of doom, but awakens before he can glean any true meaning from it. Elsewhere on Coruscant, Takkar's group has arrived. The roster of conspirators includes Banner Sumptor; Chala Venan; Chik Apla; Iry Danta; Anlys Takkar; and Moff Derran Takkar. The Takkars have arrived separately and the others await their orders. Elsewhere on Coruscant (again), Mara, Leia, Mirax, and Iella joke about the fact that Han and the other men are preparing to take Luke to a bar for a nice pre-marriage brawl, a Corellian tradition. When Leia comments that the men hope that the women don't think they're being entirely childish, Iella comments, "Well, isn't that what husbands are for? Training you to be able to deal with children?" In the local museum, the conspirators discuss how the museum has "distorted the truth" of the Galactic Civil War to make the Empire look bad. Banner overhears a child whose father was killed by the Empire, and begins to have a change of heart, if he wasn't having one already. Later, on Yavin IV, the Jedi wedding of Luke Skywalker and Mara Jade commences. Kam presides over the ceremony. (Yes, he does *seem to be drawn to look like Bruce Willis, but that's another story.) Luke and Mara hold special stones as the ceremony begins. As this is such a momentous event, the ceremony merits repeating word-for-word . . .**

Kam: Welcome, my brother and sister Jedi. Today we have a great honor to celebrate the coming together of Mara Jade and our master, Luke Skywalker. Their bond with one another was forged through the Force and strengthened by it so that their efforts together could be stronger than the efforts of any two other Jedi. It was once thought that emotional attachments make a Jedi vulnerable, but these two so complete each other that only strength will flow from this union.

Mara: When I first met Luke, I was under a compulsion to kill him. Generally not a good sign for a lasting relationship. Such was his courage that he did not run, and did not strike me. He accepted me, as no one had done before.

Luke: There was a sense to Mara, when I met her, that would not let me fear her, though countless others have learned that not fearing her can be trouble. The Force brought us together and kept bringing us together until neither of us could deny our destiny to be together forever.

The stones each has held lift into the air and combine into one solid sphere.

Kam: Let no one here doubt the wisdom of the Force. May the Force always be with you both in your life together.

At the preserved Imperial ceremonial area where the wedding will be re-held on Coruscant, two of the conspirators "spray for bugs" while checking out the logistics of the area. At a Coruscant bar, the Red Rancor, Han and Wedge bring Luke face-to-face with many of his friends, including Lando Calrissian, Talon Karrde, Chewbacca, members of Rogue Squadron who have served with Luke,

among others. When they are approached in their revelry by some brutes, a brawl erupts, in which Banner saves Luke from a brawler, which he is able to convince his fellow conspirators was an act to make sure Luke can die in an appropriately public fashion, instead of simply being a reaction to Banner's continual change of heart. Luke and the others finally leave, and Mara is concerned for Luke's black eye, but he considers it simply the price one must pay to hang out with Han Solo. Later, Mara has a dream of doom, much as Luke has been having, but they don't know what to make of them. Elsewhere, Moff Takkar is very angry that his men didn't kill Luke during the bar fight, and that they must do it at the ceremony, which is more difficult. Takkar's wife chimes in and suggests an attack at Mara's dress fitting. At a spa, Leia, Winter, Mara, Tionne, Mirax, and Iella talk about marriage and Mara's feelings about the wedding. They play a game of sling-ball and end up beating the opposing team to a pulp. At the men's fitting, Luke is reminded over and over by his ever-so-supportive friends of just how difficult marriage can be. Later, at Mara's fitting with Jari'kyn, the conspirator Chik, dressed in a Royal Guard uniform more reminiscent of Carnor Jax's than a regular uniform, and spouting "you have betrayed the Empire" rhetoric that seems a twisted re-enactment of Kir Kanos' quest, breaks into the room and attacks Mara. She nearly paralyzes him when she subdues him with her lightsaber. Luke and Mara talk about it later, along with their dreams, but remain ready to face the future together. At the conspirators' base, a new plan is set into motion. Chala hires ruffians, Banner learns about the wedding from bureaucrats, Iry searches for an unguarded entrance to where the ceremony will take place, and the Takkar's take care of everything else, including purchasing swoops, blasters, and a rather ugly dagger from a Toydarian (that looks a lot like Watto). The wedding is arrives, and as the wedding ceremony is being prepared, the Imperials' plan goes into action. Banner, Anlys Takkar, and two of the other conspirators go to kill Jari'kyn and steal Mara's dress. Banner refuses to kill Jari'kyn and instead kills the two male conspirators, while Jari'kyn knocks Anlys out cold before she can kill Banner for being a traitor. Below the wedding area, Takkar himself moves through the sewers . . . Jari'kyn and Banner get to the wedding hall, where Jari'kyn gives Mara the dress and tells her what happened, and the repentant Banner tells the men about the swoop gang distraction Takkar has ordered, and that Takkar as another plan as well. Wedge makes Luke, Karrde, and Han stay inside for the wedding, tells C-3PO and Jacen that they'll now be ushers, and then he takes the other men to stop the Imperials. Conspirators at the ventilation shaft ready to put gas into the system are stopped by Chewbacca. The fake swoop gang is stopped when, after several have been taken out by various tux-clad Rogues and Jedi, Corran Horn projects an image into their minds, causing them to all crash. The few that remain prepare to beat up Hobbie and Janson, but Booster Terrik steps in and the thugs, who apparently know him from somewhere, give up. Meanwhile, Takkar has emerged from the sewer, trading his environmental suit for the guise of an Ithorian. He makes it right up to Luke before the ceremony. He reveals himself, decrying the "abomination" that the wedding symbolizes—the death of the Imperial ideal. He bears a comlink switch and a datapad which (when the comlink is activated) will download a virus into the New Republic's communication system, effectively severing all interplanetary communications, killing trade and the New Republic's ability to govern. "Your Republic dies the way my Empire did," Takkar threatens, "in pieces." (Of course, Coruscant has been protected from this since the New Republic took it over, but, hey, it was an okay idea.) Luke talks to him of his need for equality, how he now resembles a Rebel of the old Galactic Civil War, and that this is a time for healing. Takkar knows that Luke could have simply kept the button from ever being depressed, but Luke tells him he wanted to help him find peace, not stop him and leave his anger. Takkar gives up, and Luke invites him

to the ceremony so everyone can see that the New Republic/Imperial rift has been healed. The wedding proceeds, with Ackbar presiding.

Ackbar: Mara Jade, do you freely bind yourself to Luke Skywalker, to be his companion,
partner, aide, and comfort for all the days of your life?

Mara: I do.

Ackbar: And you, Luke Skywalker, do you promise to forsake all others, to be Mara's comfort and confidant, friend, lover, and companion for your mortal days?

Luke: I do.

Mara: For a relationship that started with me trying to kill you, this has become more than I could have imagined. I have never felt more complete than now, knowing we will be together for eternity.

Luke: Well, since Leia always wanted to kill Han, I knew where this could lead. You are more than I deserve, all that I desire, and all I need to feel whole. I love you, Mara.

Ackbar: The rings please . . . The rings are a symbol of your love. Unbroken and shining, they show the galaxy the vows you make here today. You have exchanged vows and rings. I pronounce you husband and wife. You may kiss the bride . . . I present to you, the Skywalkers.

(***Union***)*

***NOTE: Astute readers will note that Stackpole quotes Shakespeare in *Union, Part I*. It's a nice homage, but Shakespeare "a long time ago in a galaxy far, far away?" I guess we'll have to just say it was one hell of a coincidence. We've had worse things to explain away, and even with the rather odd reference, this series is still one of the single best *Star Wars* comic mini-series in the Official Continuity. If any story deserves some leniency, it's this one.**

- *As Luke Skywalker turns over some of the duties at the Jedi Academy to Kyp Durron and Kam Solusar, Mara Jade Skywalker, knowing she's not a highly effective teacher, decides to spend much of her time at the new Jedi facility on Coruscant instead of on Yavin IV at the Academy.*
  (conjecture based on *The Essential Chronology*)
- *Presumably as a replacement for the* Jade's Fire *and to give Mara Jade Skywalker a definite means to travel from Coruscant to Yavin IV (with some peace of mind for Luke Skywalker), Luke commissions a new ship for Mara, christened the* Jade Sabre.*
  (conjecture based on *Onslaught*)*

***NOTE: I suppose we could assume the *Jade Sabre* was a wedding gift from Luke to Mara, but its absence in *Union* leads me to believe that it was more of a gift to Mara after the marriage, but before Luke headed for Yavin IV and she took up at the Coruscant center.**

The Tales of Boba Fett [continued] (TOTBH/TFJP short stories: Daniel Keys Moran & J. D. Montgomery)

The Last One Standing: The Tale of Boba Fett [continued] (TOTBH short story: Daniel Keys Moran)

"Peppel" Section

"Jubilar, Part II" Section

The Hand of Thrawn (novel[/cancelled comic] series: Timothy Zahn)

Specter of the Past (novel: Timothy Zahn)

Chapters 1 – 24

Specter of Thrawn (cancelled comic series: Timothy Zahn & Michael A. Stackpole)*

***Production has been postponed on this project indefinitely by Dark Horse Comics. The collaborative effort that *would* have become *Specter of Thrawn* morphed into a different project--*Mara Jade: By the Emperor's Hand*.**

Vision of the Future (novel: Timothy Zahn)

Chapters 1 – 43

Union (comic series: Michael A. Stackpole)

Union, Part I (comic: Michael A. Stackpole)

Union, Part II (comic: Michael A. Stackpole)

Union, Part III (comic: Michael A. Stackpole)
Union, Part IV (comic: Michael A. Stackpole)

20 ASW4

- *With the threat of the Empire ended with the signing of the treaty with the Imperial Remnant, Corran Horn decides to resign from Rogue Squadron and continue his training as a Jedi Knight. Several of his fellow squadronmates, including Wedge Antilles, Tycho Celchu, Derek "Hobbie" Klivian, and Wes Janson, also retire. Leadership of Rogue Squadron falls to Gavin Darklighter, who is the first "Rogue Leader" to have begun his service* after *the Battle of Endor.*
  (conjecture based on *Onslaught* and *Ruin*)
- *The Defender-class Star Destroyer sees limited production as the New Republic down – sizes its military after the negotiation of peace with Admiral Pellaeon and the Empire.*
  (conjecture based on *Star Wars: The Roleplaying Game*—"Cracken's Threat Dossier" via *TimeTales*, verbatim)
- *The* Pride of Yevetha*, a Super Star Destroyer that vanished during the Yevethan Crisis, is discovered, abandoned and beyond repair, near the Unknown Regions.*
  (conjecture based on *The Essential Chronology*)
- *Uldir spends time as a search and rescue pilot.*
  (conjecture based on *Conquest*)
- *Leia Organa Solo once again becomes Chief of State of the New Republic.**
  (conjecture based on *Heirs of the Force*)*

***NOTE: Yes, I know she had resigned just before SOTP. Yes, I know she's not still Chief of State in VP. However, she *is* Chief of State during the JJK and YJK books. This isn't without precedent in American society. United States President Grover Cleveland served from 1885 – 1889, then lost his attempt at re-election for the 1889 – 1893 term, only to be elected to a second term for 1893 – 1897. This is the *only* incident of this sort in regards to the American presidency, but then, as far as we know, Leia is the only example of such an incident in New Republic history as well. (I'm going to be a social studies teacher. So sue me.)**

20 - 22 ASW4

- *With the threat from the Empire effectively ended with the treaty with the Imperial Remnant, the New Republic begins to focus its space forces on policing pirate activities and the like.*
  (conjecture based on *Onslaught*)
- *During this time, the VCX series of vessels from Corellian Engineering Corporation enters planning stages. They are intended to be patrol vessels in the border regions between New Republic and Imperial Remnant space.*
  (conjecture based on *A Legacy of Starships*)
- *During this time, Luke and Mara Jade Skywalker begin trying to help support their sponsor child, Malinza Thanas, as Luke promised Gariel Captison.*
  (conjecture based on *Balance Point* via *TimeTales*, paraphrased)
- *Lando Calrissian writes and publishes his memoirs,* A Toss of the Dice: This Gambler's Life*.*
  (conjecture based on *A Campaign Guide to the Centrality*, via *TimeTales*, verbatim)
- *On Ladarra, Rivo Xarran, known at this point only as "The Storyteller," tells a group of children about his encounter years before with Boba Fett. When the children leave, Boba Fett emerges from the shadows and gives Rivo the amount of the bounty he collected when Rivo faked his death. Their "account" is settled.*
  (***No Disintegrations, Please***)

No Disintegrations, Please [continued] (AJ14/TFTNR short story: Paul Danner)

No Disintegrations, Please (AJ14/TFTNR short story: Paul Danner)

22 ASW4

- *Luke Skywalker and Tionne, while on a trip to Tatooine, find a young girl named Tahiri Veila living with the Sandpeople. She has an attunement to the Force, so they arrange to have her study at the Jedi Academy.*
  (conjecture based on *The Golden Globe*)
- *Herogga the Hutt comes to Tatooine. He works in secret, which is part of his success. Among other things, he steps in as a secret backer to the Crystal Moon Mos Ethna restaurant run by Malakili and Porcellus.*
- *Icaris Tool and Drive goes out of business.*
  (conjecture based on *The Crystal*)
- *The ExGal Society sets up the ExGal-4 out post on the planet Belkadan as a watching post to observe the galactic rim and search for extragalactic phenomenon. Among the first people assigned to the station is Danni Quee.*
  (conjecture based on *Vector Prime*)
- *Eleven-year old Anakin Solo begins his training at Luke Skywalker's Jedi Academy, before even his older brother and sister train. He attends a special set of lessons geared for younger students, and it is in this class that he meets Tahiri, a 9-year-old girl from Tatooine, who was raised by Sandpeople after the deaths of her parents. When Anakin and Tahiri realize that they have been having the same prophetic dreams of going on a journey on a raft on water (which is odd because Tahiri cannot swim), they decide to attempt to find out what the dream means. They journey into the jungle of Yavin IV only to find the raft from their dreams waiting by a river. They board and make their way along the river. A storm nearly causes Tahiri to drown as the feared in her dream, but Anakin saves her and they arrive safely later on the river's path. They arrive soon thereafter at the Palace of the Woolamander, a Massassi temple dating back to the times of either Naga Sadow's building projects or Exar Kun's revamping of Sadow's buildings. Inside, Anakin and Tahiri are taunted by voices of the Dark Side, and face several challenges, one of which is Anakin having to face his fear of falling to the Dark Side as his namesake grandfather did. Upon meeting the challenges, the two young Jedi students find a large Golden Globe and a small rabbit-like creature sleeping under it. Upon closer observation of the globe, Anakin and Tahiri realize that they are seeing the tormented souls of Massassi children within the globe. (The children were trapped by Exar Kun during his early days as Dark Lord of the Sith.) The two, with their new furry companion, return to the Academy. Once there, the furry creature, named Ikrit, reveals himself to be a Jedi Master. He tells the students of how the children were trapped in the globe and that the only way to free them is for a child to do it. Adults cannot break the power of the Golden Globe. Thus, Anakin and Tahiri begin their first quest.*
  (***The Golden Globe***)
- *At the Academy a short time after Anakin and Tahiri's adventures in the Palace of the Woolamander, the two young Jedi trainees meet another Jedi student, a Melodie named Lyric. When Lyric sees a sketch that Anakin has made of symbols from the Palace, Lyric notes that she has seen them before back home on Yavin VIII. Coincidentally enough, Lyric is about to head home to Yavin VIII to undergo the stage of development which will end in a metamorphosis into a mermaid-like being. Anakin and Tahiri talk Luke into letting them go along, and soon Peckhum picks the trio up in the* Lightning Rod *and they proceed to Yavin VIII. Once on Yavin VIII, Tahiri and Anakin must save and protect Lyric from various natural threats, such as arvils, reels, and the like, until she finally reaches the end of her metamorphosis. In the last of the attacks, a fellow Melodie names Sannah uses the Force to stop a raith's attack. The now adult Lyric takes them underwater to meet the elder known as Aragon to learn the meaning of the symbols. With a little Force-assisting, he is able to remember the general meaning and allow for the hope that the writings Anakin and Tahiri found can be deciphered. Leaving*

Lyric to her new home, but bringing along Sannah as a new Jedi recruit, Anakin and Tahiri return with Peckhum to Yavin IV and begin poring over the symbols Anakin found and the information Aragon provided. Finally, they decipher the writing and learn that the children were imprisoned by Exar Kun, and that it was foretold that Anakin and Tahiri (though not by name) are destined to be the ones to free the children from the Golden Globe . . . be entering the globe itself.

(***Lyric's World***)

- *Anakin Solo records he and Tahiri's encounter with the purellas and Melodies of Yavin VIII into his journal.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Six months after Tahiri's arrival at Yavin IV, Tahiri has finally reached the time when she must decide whether or not to remain at the Jedi Academy or return to Tatooine. She must make her decision while on Tatooine, so Luke takes her, Tionne and Anakin back to his homeworld. Upon arrival, they are met by members of Tahiri's adoptive tribe and proceed to the tribe's home area to meet Sliven, leader of the tribe, and Bangor, an orphan bantha that Tahiri has "adopted." They also confront Vexa, a female Tusken Raider who informs her that it is now time to fulfill an old promise. Years before, when Sliven had brought her into the tribe, there was question as to whether or not a child could add to the tribe's strength. If not, it would be weakness on Sliven's part. If so, it would show strength. Now, Tahiri must go on a journey through the Jundland wastes. If she survives, Sliven will remain leader and tell her of her true past. If she does not return from her quest, Sliven will be put to death. Tahiri must abide by this promise, made by Sliven. When she agrees, Sliven tells her of her past. Six years ago, Sliven was injured and then nursed back to health by Tryst and Cassa Veila. He became a friend of the Veilas and soon was teaching Tryst how to fight using a gaderffii. Soon thereafter, Sliven's tribe and a group of smugglers got into a battle, and the Veila home, including Tryst and Cassa, was destroyed. Sliven, guilt-ridden, took Tahiri to live with the tribe, and when confronted about his choice to bring her in, was virtually forced into making the promise facing them. This being said, Tahiri and Anakin, who will not leave her, enter the Dune Sea and cross it, the Jundland Wastes, and a desert area, facing constant perils. They are able to make it back before their deadline, though, and Sliven's life is saved. Tahiri decides to continue at the Jedi Academy and the Jedi quartet heads back to Yavin IV--where the Golden Globe awaits. They two young Jedi take a few days to recuperate from their Tatooine adventure and then return to the Palace of the Woolamander. Tahiri and Anakin reach the globe, and, disregarding the whispers of the Dark Side, attempt to enter it. Anakin manages to get inside after using the Force to weaken the globe's outer walls. He and Tahiri enter the Golden Globe, what seems like a whole new world of whirling sand, and manage to use hand-holding to form a chain of their bodies and the spirits of the Massassi children. They exit, and once freed, the Massassi children's spirits are able to pass on. They are met outside the temple by Luke Skywalker and Ikrit, the older of the two having told the younger of what the children were attempting. Proud of his nephew and Tahiri, Luke congratulates them on a job well done.*

  (***Promises***)
- *Anakin returns home to Coruscant to visit his family.*

  (conjecture based on *Anakin's Quest*)

Junior Jedi Knights (youth novel series: Nancy Richardson & Rebecca Moesta)

"First Cycle" (youth novel trilogy: Nancy Richardson)

The Golden Globe (youth novel: Nancy Richardson)

Prologue

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Sixteen

Lyric's World (youth novel: Nancy Richardson)

Prologue
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Promises (youth novel: Nancy Richardson)

Prologue
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23 ASW4

- *Jysella Horn is born to Corran and Mirax Horn.*
  (conjecture based on comments made by Michael A. Stackpole in regards to *Onslaught*)
- *Jagged Fel, son of Soontir Fel and Syal Antilles, takes command of his own Chiss starfighter squadron. Dubbed Spike Squadron, this will be the command that begins to give young Fel a taste of command.*
  (conjecture based on *Ruin*)
- *Upon returning to the Jedi Academy from Coruscant, Anakin Solo is distressed. He has been having dreams of his grandfather, yet again. He hopes against hope that he will not fall to the Dark Side as Anakin Skywalker did. When he mentions this to Master Skywalker, Luke tells him that Yoda had shown him an example of the Light and Dark Sides of the Force in a cave on Dagobah. Soon after being told this, Peckhum arrives in the* Lightning Rod *bearing an unusual stowaway--Uldir, a brat with very little Force potential, if any, who wants to be a Jedi because of the glamour and power of the title. Anakin returns to his thoughts on the cave on Dagobah and wants to go there. Master Ikrit agrees to accompany Anakin and Tahiri (and unknowingly the stowaway Uldir) to Dagobah, Peckhum agrees to take them there, and Luke decides to send R2-D2 along just in case Peckhum needs help with ship operations. On the way, Ikrit tells the children of how he became a Jedi Master. Once on Dagobah, Uldir gets into trouble, to various degrees, time and again, showing both his lack of Force talent and the blatant arrogance and ignorance of his personality. Finally at the cave, the three youths step inside. Uldir receives no vision due to his not being Force-sensitive. Tahiri receives a vision of a man she's never known but knows instinctively to be her grandfather. Her grandfather was a Jedi Knight. Anakin receives a vision of a man dressed in the traditional Jedi Knight attire being attacked by Dark Side Force lightning from a figure cloaked as Emperor Palpatine once preferred. Upon shouting out against the Emperor-like figure's actions, he is able to see the faces of both men--they are him. Upon leaving the cave, Ikrit informs the children that Yoda was his Jedi Master. Their adventure of revelation complete, the group heads back to Yavin IV.*
  (***Anakin's Quest***)
- *After going on a journey in the* Lore Seeker*, Tionne returns to the Jedi Academy with startling news. It appears that Darth Vader took Obi-Wan Kenobi's lightsaber with him when he left the* Death Star I*. Rumor has it that the lightsaber now rests in Vader's fortress, Bast Castle on Vjun. Ikrit, Tionne, Anakin, Tahiri, R2-D2, and Uldir head to Vjun to find the lightsaber and bring it back to the Jedi Academy. On the way, Tionne explains the importance of a lightsaber to a Jedi Knight. Uldir notes this. Ikrit then reveals his true status of Jedi Master to Tionne. They arrive on Vjun and make their way into Bast Castle around the various intruder countermeasures and finally find Kenobi's lightsaber. Just as they reach it, however, Orloc, the Mage of Exis Station appears from out of a puff of smoke to claim the weapon. Orloc escapes with the weapon and is eventually found by Uldir, who he tries to make his accomplice. He reveals to Uldir that he is also searching for a holocron. They manage to use the Force to take the lightsaber back from Orloc, who subsequently vanishes again. They make their way to Vader's quarters and retrieve the holocron (recorded by Asli Krimasn). As they do so, Orloc appears and steals it. The Jedi take it back, just as Orloc falls into a trap door meant to capture intruders. The Jedi make their way out of the fortress and find an ancient ship in the hangar. Ikrit knows how to fly it, so they make their way back to Yavin IV, with part of the group in the* Lore Seeker *and part in the new ship, which Ikrit takes possession of and dubs the* Sunrider*, after Nomi Sunrider. The group arrives and informs Luke of their success, but trouble seems forthcoming. Uldir has recognized the power associated with Darth Vader, and if*

being in the Dark Side's thrall is all that it takes to amass such power, he just may have to follow that path.

(***Vader's Fortress***)

- *Luke Skywalker is called away from the Jedi Academy for a couple of weeks, so the lessons are left to Tionne. While studying the new holocron, the young Jedi learn of a great Jedi library on Exis Station, home of Orloc. Tionne informs them, though, that the library itself is empty, since the station hasn't been used in years. Uldir, still wanting to be a Jedi, but going about it in all the wrong ways, decides to steal the holocron, Kenobi's lightsaber, and the* Sunrider *and go to Exis Station. Ikrit, R2-D2, Anakin, Tahiri, and Tionne use the* Lore Seeker *to follow him there. Upon arriving at Exis Station, Uldir is subdued and taken by a group of Ranats to see Orloc. To save his own hide, Uldir gives the holocron and lightsaber to Orloc, and Orloc agrees to train him to use the Force, although it is mere parlor tricks. When the others arrive, they are faced with attack by droids (in which they are forced to leave Artoo behind), an attack by Ranats, and then an attack by Uldir using those parlor tricks. When they are confronted by Uldir (and Orloc backing him), they find that he has taken Artoo prisoner. They retake Artoo, the lightsaber, and the holocron and are allowed to escape by Uldir. Orloc orders the Ranats to pursue them. Uldir joins our heroes, who prove to Uldir that Orloc is not a true Force-user, and they are soon attacked by Orloc. When Tionne is injured, Ikrit takes Kenobi's lightsaber and battles Orloc. After the confrontation, Anakin takes the lightsaber and destroys Orloc's means of controlling the illusion-making devices which create his "powers." They decide to leave him behind, since the loss of his "powers" is a great enough punishment for his actions as anything they could do to him. They leave in the* Lore Seeker *(leaving the* Sunrider*) behind, and upon returning to Yavin IV, Uldir repents his actions and decides to join a New Republic group of emergency pilots. In this way, he can be helping people and be as close to a Jedi as he can be, at least in spirit.*

(***Kenobi's Blade***)

- *Anakin ends his first training session (the special children's course) at the Jedi Academy and returns home to his parents on Coruscant. This will be the last time he has prolonged contact with Tahiri Veila for the next four years.*

(conjecture based on Anakin's being on Coruscant during the *Young Jedi Knights* series)

- *At fourteen, Jacen and Jaina Solo begin their training at the Jedi Academy. Along with them are Tenel Ka, daughter of Teneniel Djo and Isolder, and Raynar Thul, son of Bornan and Aryn Thul. After their first month of training, Han Solo and Chewbacca bring in a new Jedi student, Lowbacca, Chewie's nephew. Along with Lowie comes MTD, a small translation droid (fluent in over six forms of communication) created by Chewie and C-3PO and bearing the personality one could expect from Threepio's "progeny." With the gift of a T-23 Skyhopper to Lowie, the stage is set for the young Jedi Knights to gallivant about Yavin IV. On Lowie's first time out he notices a crashed TIE fighter. It would appear, upon investigation, to be a remnant of the Battle of Yavin. They decide that it would be fun to have their own TIE, so the group begins repairs to make the TIE spaceworthy. No sooner do they reach the final stages of repairs, than the pilot of the TIE, Qorl, emerges from the jungle to take Tenel Ka, Jacen and Jaina prisoner. He wishes to rejoin the Empire (not knowing that it is basically a shell of what it once was) and forces the trio to complete repairs so he can return to space. The young Jedi don't fully cooperate, however. While pretending to do their best at completing the repairs, they make it spaceworthy, but botch some of the smaller repairs and leave a crystal snake (an almost invisible creature) in the TIE's cockpit. When Lowie reaches the academy and brings back the* Millennium Falcon *to rescue his fellow students, Qorl is forced to flee in the not-quite-fixed*

TIE, with the crystal snake trapped in the cockpit with him. The students return to the Jedi Academy, safe, but knowing that Qorl is still out there somewhere.

(***Heirs of the Force***)

- *Shortly after the incident with Qorl, Tenel Ka receives a visit from Ambassador Yfra of the Hapes Cluster. While Tenel Ka is in the meeting, Jacen, Jaina, Lowie, and MTD take a visit to GemDiver Station, a new venture by Lando Calrissian, where Corusca gems are mined from the mists of the gas giant Yavin. Jacen manages to get a gem, but moments later the operation is attacked by an Imperial fleet (which is part of the Second Imperium, not the Galactic Empire, upon later observation), led by Tamith Kai, a Nightsister from Dathomir. The Imperials manage to kidnap the young Jedi Knights and take them coreward to the Shadow Academy, a space station set up as a Dark Side version of Luke's Jedi Academy. It would appear that Qorl, upon finding the Second Imperium, told its leaders of the Jedi Academy and its students, prompting the kidnapping raid. The cloaked academy is run by a Dark Jedi named Brakiss, who was a former student of Luke Skywalker while he was placed in the Jedi Academy as an Imperial spy. Brakiss begins trying to train the young Jedi to be Dark Jedi, eventually pitting disguised Lowie and Jacen in combat with each other, unbeknownst to them. Back at Yavin IV, Luke and Tenel Ka decide to go to Dathomir for clues as to the whereabouts of this new Nightsister, only to find that an entire new clan of Nightsisters is being trained. Tamith Kai takes Luke and Tenel Ka (undercover) to the Shadow Academy, just as the children begin their escape from the facility. The rejoined group of Luke, Jacen, Jaina, Lowie, and Tenel Ka fight their way through the station and make their escape in an advanced Imperial ship known as the* Shadow Chaser*. Once back at the Jedi Academy, one thought pervades the atmosphere--a new foe has risen from the ashes of the old Empire.*

(***Shadow Academy***)

- *Taking a break from their studies, the young Jedi head for Coruscant to visit Leia Solo, Han Solo, Chewbacca, and Anakin Solo. Jaina is also anxious to see Zekk, a young man who is a frequent travelling companion of Peckhum aboard the* Lightning Rod*. When they reunite with Zekk, they go on a search for a hawk-bat egg is the lower levels of Coruscant. They find one but are nearly caught by a group of rough-and-tumble orphans of the lower levels known as the Lost Ones. Upon returning with the egg and placing it into incubation, the group eats at a diplomatic dinner organized by Leia Organa Solo. Upon making a fool of himself via his manners, Zekk runs away. He is found in the streets by Tamith Kai, who shows him that he has Jedi potential just as Jacen, Jaina, and their new friends do. Thus planting the seed in Zekk's mind that his friends were hiding the fact from him, Tamith Kai takes Zekk to the Shadow Academy and begins training him to be a Dark Jedi. At about the same time as Zekk's recruitment, the New Republic vessel* Adamant *is captured in the skies over Coruscant by Imperial forces. Soon thereafter another spacegoing incident occurs with seemingly no explanation--a cargo shuttle outbound from Coruscant seems to run into* nothing *and is destroyed. When Peckhum sees the young Jedi soon thereafter, he tells them that he is worried about Zekk. The Jedi figure that he must have been taken by the Lost Ones they had offended, and return to Lost One territory only to find a Dark Side enthralled Zekk recruiting Lost Ones to join the Second Imperium. Zekk and the Lost Ones allow the Jedi to live only to spread the word that the Empire was returning. Once the children are back outside Lost One territory, they realize that the Shadow Academy could be cloaked over Coruscant, explaining the shuttle's destruction and ease with which Zekk and the Lost Ones seem to think they will have in travelling to the academy. The New Republic forces and Jedi manage to make the Shadow Academy visible just as Brakiss orders it's departure from Coruscant, allowing it to escape again. He does this under the orders, by all appearances, of Emperor Palpatine, seeming to have resurrected himself (or*

saved himself) again. The young Jedi Knights return to the Jedi Academy with after hearing a message from Zekk. He appears to have decided that the Second Imperium is where he should be, since the New Republic never cared for him as an individual. Yet another new Dark Jedi has joined the Shadow Academy's ranks.

(***The Lost Ones***)

- *Against his better judgment, Luke Skywalker decides to accelerate his students' training to prepare them for the foreseen battle with the Shadow Academy. Each of the four young Jedi Knight fashion their own lightsabers. Jaina creates a crystal for her lightsaber, Jacen uses his Corusca gem, Lowie takes one from a holoemitter, and Tenel Ka takes hers from inside a volcano. Once the sabers are complete, they begin their practicing. During one training session, Tenel Ka's hastily constructed lightsaber gives out on her while dueling Jacen and Jacen inadvertently severs her left arm. Soon thereafter, Ta'a Chume, Tenel Ka's grandmother, arrives to take her back to Hapes, thinking her unfit to be a Jedi. The other three young Jedi won't even touch their lightsabers again until Tionne relates to them the story of Nomi Sunrider's aversion to the weapon. On Hapes, Ta'a Chume, having sent Isolder and Teneniel Djo away to avoid assassination threats, begins trying to get Tenel Ka to accept both an artificial left arm and her royal destiny. She will have neither. On Yavin IV, the three remaining young Jedi wish to see Tenel Ka again, so Luke agrees to take them to Hapes. Somewhere in space, Zekk, the Lost Ones, and a Dathomirian boy named Vilas train at the Shadow Academy. Zekk and Vilas are the top students of Brakiss and Tamith Kai, respectively, while some of the Lost Ones train to be Dark Jedi and others to be stormtroopers in the Second Imperium's army, bringing back the glorious reign of the Empire, or so Palpatine, via hologram, suggests. On Hapes, all four of the children are reunited and they begin to reconcile their emotions over the training incident. Soon, a bomb goes off, intending to kill Tenel Ka, and she and the young Jedi are raced to Reef Fortress. While in a wavespeeder, they find themselves attacked by monstrous seaweed, only to learn that the speeder was programmed to go to that location, most definitely by Ambassador Yfra. They then are accompanied by Ta'a Chume on a mission to kill the assassins and return to find Yfra announcing Ta'a Chume's "death" before the fact. Yfra is promptly taken into custody. Soon, Isolder and Teneniel Djo return to find that their daughter has accepted her heritage, but will remain at the Jedi Academy. At the Shadow Academy, Zekk and Vilas have a duel as their final test which will determine which of these top two students will become the Shadow Academy's Darkest Knight. Zekk wins, killing Vilas in the process. His destiny seems set. The young Jedi Knights, meanwhile, return to Yavin IV. Tenel Ka bears a newly--and painstakingly--constructed lightsaber. The training must go on.*

(***Lightsabers***)

- *The time for Lowie's sister Sirrakuk (Sirra) to enter the lower levels of the Kashyyyk jungle and take the fibers from a deadly syren plant. Lowie had done this during his early adolescence, but when his "interest" (and Sirra's close friend) Raabakyysh (Raaba) tried to do the same, she was never heard from again. Lowie can only believe that she must be dead, and does not wish the same fate on his sister. When Han Solo and Chewbacca arrive to take Lowie to Kashyyyk, Jacen, Jaina, and Tenel Ka insist on joining him. Han remains with the* Millennium Falcon*, and, under the care of Chewbacca, the Jedi Knights head in the* Shadow Chaser *to Kashyyyk. They exit hyperspace in the midst of an ion storm that does minor damage to the ship, but they make it safely to Kashyyyk. At the Shadow Academy, Zekk receives his first mission from Master Brakiss. He is to go on a raid (using Wookiee holo-disguises) to enter a New Republic fabrication facility and gain intelligence, guidance systems, and tracking systems. The facility is on Kashyyyk, once again placing him in proximity to his old friends. The mission is to be carried out by Zekk, troops under his command, and three Nightsisters--*

Tamith Kai, Vonnda Ra, and Garowyn. On Kashyyyk, the young Jedi meet with Sirra, and she and Lowie's parents, Mahraccor and Kallabow. Soon thereafter, while repairing the Shadow Chaser*, they realize that they can get parts they need from the fabrication facility and proceed to the facility to do just that. While there, they learn that the facility is helping to bring older ships, like Y-wings, back into fighting condition in case they are necessary to face the Second Imperium. Back at the Shadow Academy, Brakiss receives important news--Emperor Palpatine will be arriving shortly. When the expected shuttle arrives, four Royal Guards emerge bearing a casket-like mechanism bearing, they say, Palpatine, who does not wish to be disturbed during his time on the station. The attack on the fabrication facility begins, and Lowie, Jacen, Tenel Ka, and Sirra race there to help fend off the invaders. At the* Shadow Chaser*, Chewie and Jaina are confronted by Garowyn as she tries to retake the ship, which is not yet able to lift off. A struggle ensues, ending when Garowyn's head is smacked into a gree trunk. She either is unconscious when she falls from there into the deadly lower depths of the jungle, or the blow killed her and her lifeless body fell. Either way, Garowyn is no more. At the facility, the remaining Jedi Knights and Sirra, after shooting down TIEs, come face to face with Vonnda Ra and Zekk, but manage to escape the confrontation by heading into the lower levels of the jungle through an escape hatch. As the battle on Kashyyyk rages, Brakiss attempts to contact Palpatine on the Shadow Academy station. The voice of Palpatine informs him that he should know his place and not forget that when the station was created, it was rigged with explosives that could destroy the entire station, if necessary. Brakiss reluctantly backs down. Back on Kashyyyk, Lowie, Sirra, Jacen, and Tenel Ka are confronted in the jungle by stormtroopers, Vonnda Ra, and Zekk. They manage to escape again when Jacen uses the Force to cause a jungle creature to distract them. Jaina and Chewie have just arrived, however, and Zekk senses their approach. He will wait to face Jaina. Vonnda Ra follows the quartet lower in the jungle and in the ensuing struggle is eaten by a syren plant. In the last moments before the plant closes, Sirra grabs fibers from the inside of the plant, completing her rite of passage. The group heads for the "surface" level. Jaina, now separated from Chewie, who is heading for the surface as well, is met by Zekk. Zekk lets her live, though, telling her that the Shadow Academy will soon destroy the Jedi Academy. Zekk leaves, informing the others that he killed Jaina. The young Jedi reunite and head for Yavin IV. At the Shadow Academy, Palpatine, still in seclusion, orders Brakiss to set course for Yavin IV.*

(***Darkest Knight***)

- *At the Jedi Academy, the rush is on to prepare for the upcoming arrival of the Shadow Academy. Tenel Ka give crash courses in ground combat. The Solo twins help set up planetary shield generators. Even Peckhum helps, arriving with a last load of supplies just as the Shadow Academy enters the system and begins orbiting Yavin IV. The Imperials jam all communications, cutting the Jedi Academy off from their only sources of reinforcements. The Jedi evacuate the Great Temple that serves as the home of the Academy and race into the jungles to prepare for a ground assault. Two TIEs manage to damage the shield generators and Dark Jedi, aboard battle platforms, descend upon Yavin IV. Realizing that they must call for reinforcements or all might be lost, Jacen takes Peckhum's* Lightning Rod *in an attempt to fly beyond the range of the Shadow Academy's jamming. Jaina turns to her mechanical abilities and begins work repairing the shields generator. Noting that Tamith Kai, second in command of the Shadow Academy, is aboard a battle platform, Tenel Ka and Lowie race to his T-23 Skyhopper to attack the platform. They manage to get themselves shot down, but Tamith Kai takes up the challenge and rushes to duel Tenel Ka, who she believes is a traitor to Dathomir. Zekk is also on the scene, easily tossing Raynor Thul aside and into the muck of a nearby riverbank. In space, Jacen is*

almost out of the jamming range, when he is attacked by Norys, former leader of the Lost Ones and currently Qorl's protege, in a TIE. Qorl will not have his student deviating from the mission to destroy the Academy itself, and summarily executes Norys by destroying his TIE. Jacen, subsequently, makes it out of jamming range and sends out a distress call. On the ground, Tenel Ka defeats Tamith Kai, as Brakiss challenges Luke Skywalker to a duel at the Temple of the Blue Leaf Cluster. He accepts and the duel begins. New Republic and GemDiver Station reinforcements arrive just as Imperial reinforcements arrive. A space battle begins, but the Imperials tend to be winning because of their use of stolen technology to partially control the Republic ships' computers. At the Temple of the Blue Leaf Cluster, Luke destroys Brakiss' lightsaber and instead of yielding, Brakiss flees back to the Shadow Academy in defeat. In space, Lando, leading the GemDiver forces, realizes how the Imperials are using their own ships against them and uses their own tactic against them to lower the shields of all combatants. With the element of surprise against them, the Imperials are defeated in space, including Qorl, who is shot down onto Yavin IV again, where he will spend the rest of his life. Brakiss arrives back on the Shadow Academy station and storms to Palpatine's quarters. He kills three of the Royal Guards on the way in only to find that Palpatine was never there. The Royal Guards, if that is what the con men truly were, had been using a holographic representation of the former Emperor to run the Second Imperium, in the hopes that they may someday rule a new Galactic Empire. The last of the four Royal Guards, gravely injured, manages to activate the station's explosives and the Shadow Academy, Royal Guards, Brakiss, and Second Imperium itself are no more. On Yavin IV, with their leaders gone, the Imperial forces are being mopped up. The final confrontation comes when Zekk, knowing that bomb has been placed in the Great Temple, tries to keep Jaina out of it, and the two old friends duel, a confrontation which ends when Jaina defeats him and realizes that he wants to die. She offers him her life to keep from having to kill him. He almost takes her up on it, but sees the Lightning Rod *returning in one piece. The emotions carried with seeing the ship returning safely, causes him to begin to surrender, just as the bomb explodes. Zekk is injured greatly in the explosion. The battle is over. Later, the Jedi begin to rebuild, rejoicing in the fact that they survived, even Zekk, who has now been turned from the Dark Side by his own remorse over his actions and love for his friends. Zekk is the newest student of the Jedi Academy, though the explosion's physical effects will take a while to heal.*

(***Jedi Under Siege***)

Junior Jedi Knights [continued] (youth novel series: Nancy Richardson & Rebecca Moesta)

"Second Cycle" (youth novel trilogy: Rebecca Moesta)

Anakin's Quest (youth novel: Rebecca Moesta)

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Young Jedi Knights (young adult novel series: Kevin J. Anderson & Rebecca Moesta)

Rise of the Shadow Academy (young adult novel series: Kevin J. Anderson & Rebecca Moesta)
Heirs of the Force (young adult novel: Kevin J. Anderson & Rebecca Moesta)
Chapters 1 – 22
Shadow Academy (young adult novel: Kevin J. Anderson & Rebecca Moesta)
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The Lost Ones (young adult novel: Kevin J. Anderson & Rebecca Moesta)
Chapters 1 – 22
Lightsabers (young adult novel: Kevin J. Anderson & Rebecca Moesta)
Chapters 1 – 21
Darkest Knight (young adult novel: Kevin J. Anderson & Rebecca Moesta)
Chapters 1 – 22
Jedi Under Siege (young adult novel: Kevin J. Anderson & Rebecca Moesta)
Chapters 1 – 26

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- *Zekk returns to the Jedi Academy after being treated for the wounds he sustained during the Shadow Academy's assault on Yavin IV. Anakin has arrived as well, to help with repairs. Not knowing what to do with his life anymore, Zekk uses the* Lightning Rod *(given to him by Peckhum as a gift) to return to Ennth, his home planet. Tenel Ka receives a ship as well, the* Rock Dragon*, presented to her by*

her mother and father. Han Solo comes by to inform Raynar Thul that his father, Bornan Thul, has gone missing. Other are interested in his whereabouts as well, as across the galaxy, Nolaa Tarkona, head of the Diversity Alliance, a fascist regime bent on reversing the discrimination the Empire carried out on non-humans and creating an anti-human Empire of their own, has hired Boba Fett to find Thul, offering him an amazingly high price. Back on Yavin IV, Tenel Ka, Raynar, Lowie, Jacen, and Jaina decide to use the Rock Dragon *to go to Alderaan and pick up a shard of the former planet to give Leia Organa Solo for her upcoming birthday. On Ennth, Zekk is forced to go through the horrible time when Ennth's moon is too close to the planet and wreaks havoc on the planet. The residents of Ennth simply prepare to rebuild and get on with life until the next time the even occurs, but Zekk cannot live with that kind of situation, and he leaves the planet. When the group of young Jedi Knights reach Alderaan, they find a suitable shard to take home, but are then attacked by Boba Fett in* Slave IV*, who wants the location of Bornan Thul. The* Rock Dragon *is maneuvered into an asteroid to hide, but Fett blasts his way in to confront them. When they cannot tell hi what he wants, he decides to use the children as hostages to bargain for Thul's location from Han Solo, who is even now being drawn to the location by a* Rock Dragon *distress call. MTD is able to scan Boba Fett's computer, just as he'd scanned theirs, and in the distraction, the Jedi escape and warn Han not to approach. An angered Fett nearly destroys them, but at the last moment the* Lightning Rod *appears. Zekk manages to cause Fett to retreat. Upon learning that Thul is being hunted by a multitude of bounty hunters after the "big prize," Zekk decides to become a bounty hunter himself. The young Jedi return to Yavin IV and present their gift to Leia.*

(***Shards of Alderaan***)

- *Talon Karrde installs a sensor shroud on the* Wild Karrde*.*

  (conjecture based on *Conquest* via *TimeTales*, paraphrased)
- *From the Thul trading fleet, in hiding in deep space, comes a call to Raynar from his mother Aryn. She wants him to be with the family where he will be safe. Luke and the young Jedi Knights take Raynar to the fleet command ship, the* Tradewyn*, aboard the* Shadow Chaser*. On Ryloth, an angered Nolaa Tarkona learns of the events that transpired in the Alderaan system, while she is engaged in bringing new species into the Diversity Alliance. On the* Tradewyn*, Luke has left on he way back to the Jedi Academy, but the young Jedi have stayed behind with Raynar. Soon, a transmission is detected from within the ship, and a bounty hunter's ship approaches, demanding that the Thuls turn over either Aryn or Raynar to him. They realize it must have been an inside job to call the bounty hunter, and they soon find Kusk, the ship's helmsman, trying to kidnap Raynar. The Jedi stop him and the Thul fleet destroys the bounty hunter's ship--being piloted by Kusk's partner, his brother. The Jedi then set out for Kuar, where Bornan Thul was supposed to meet someone before his disappearance. On Borgo Prime, Zekk has also found a lead to Bornan Thul. He decides to follow it up, hoping to make a name for himself, and goes to Gammalin. Once there, he witnesses a scene of carnage as a plague has wiped out the population of the world. While searching for clues about what happened, he is confronted by Boba Fett. On Kuar, the young Jedi find a piece of Bornan's clothing and an ominous message that Bornan cannot be found or all humans will perish. They then meet Raaba, an old friend of Lowie's, who is supposed to be dead. She explains that she failed her rite of passage on Kashyyyk and fled in disgrace, eventually joining the Diversity Alliance (which she tells the group about). On Gammalin, Fett decides not to kill Zekk because his actions at Alderaan were honorable. Together, the two bounty hunters search for clues and find a message from an alien which informs them that the plague was brought to the planet by him on accident, on orders of Nolaa Tarkona. When he was jailed by the humans on the*

planet, but the humans all died of the plague, he was left to die in prison with no one to give him sustenance. The only one who knows how to stop the spread of this plague, it seems, is Bornan Thul. Knowing this, Fett and Zekk part ways. On Kuar, the Jedi are attacked by large arachnids, but are saved by the sudden arrival of Tyko Thul, Bornan's brother. No sooner are they saved, however, than they are attacked by as ship piloted, apparently, by IG-88. The droid takes Tyko prisoner and escapes Kuar. Raaba also escapes, leaving Lowie and his human friends and heading back to the Diversity Alliance. Unknowing of what to do next, the Jedi return to Yavin IV.

(***Diversity Alliance***)

- *Soon after the events on Gammalin and Kuar, the Jedi are joined on Yavin IV by Raynar. Lowie calls his sister Sirra and informs her that Raaba is alive. On Borgo Prime, Zekk has returned and is hired by a mysterious, disguised man to find Tyko Thul and deliver a message to the Thul family. With a little deduction, Zekk realizes that the employer is Bornan Thul himself. On Yavin IV, Raaba arrives and convinces Lowie to go with her to Kashyyyk. Shortly thereafter, Luke arrives with Lusa, a young Force-sensitive alien that Jacen and Jaina had known since the battle with Hethrir. She informs them that she was a part of the Diversity Alliance and has decided to leave, against the wishes of the Alliance. Zekk heads for Ziost to look for the Thuls. He is attacked by Dengar, but is able to escape and get the message out to Aryn Thul. On Ryloth, Nolaa Tarkona's plans continue. She intends to use a plague created by Evir Derricote for Emperor Palpatine that even Palpatine was afraid of. It has the ability to kill only humans and is extremely lethal. She now must find Bornan Thul because only he knows where she can find the depot which holds the Emperor's old stores of this plague. Zekk goes to Tatooine to speak with Boba Fett. After speaking with Fett, Zekk believes that he will do what a true bounty hunter would do--find Tyko Thul, get paid for the job, and then bring Bornan Thul to Nolaa Tarkona as well. On Yavin IV, Raynar decides that in his uncle Tyko's absence, he will run Mechis III, Tyko's droid-manufacturing factory world. Upon arriving with his fellow young Jedi, he is stunned to find Tyko alive and in seclusion. IG-88 was found by Tyko on Mechis III and simply reprogrammed to serve him. When he needed to go into seclusion to look for his brother, he had used the droid as a means to take himself out of the picture. He hopes that his own "kidnapping" will bring Bornan out of hiding. He and the Jedi talk about what to do about Bornan, while Tyko upgrades MTD's systems. Zekk soon arrives and is reunited with his friends, only to be followed by Dengar, who attacks them all. The Jedi are able to drive him away, and they all set out on their own to find Bornan Thul--a reprogrammed IG-88 in his own ship, Zekk in the* Lightning Rod*, and the young Jedi in the* Rock Dragon*, from which they contact Isolder and Teneniel Djo on Hapes to look for aid. And what of Lowie? While the Jedi were being attacked on Mechis III, Raaba and Lowie made it to Kashyyyk, met with Sirra's brother, and then Raaba convinced them both to go with her to Ryloth, to meet Nolaa Tarkona.*

(***Delusions of Grandeur***)

- *After speaking with Ta'a Chume, Tenel Ka's grandmother, the young Jedi Knights realize that the Diversity Alliance must be stopped, and Lowie must be rescued from its clutches. Upon arriving at Ryloth, they leave the* Rock Dragon *to be captured and venture into the Alliance's facility. Once inside they find Tarkona's weapon storehouse and realize that she is preparing for all-out war with the New Republic. They are shortly found by Raaba, who takes them to Tarkona without Lowie or Sirra ever knowing they are there. Tarkona sentences them to slavery in the ryll mines. Far from Ryloth, Zekk informs Bornan Thul that he knows who he is. Thul tells Zekk the story of how he found out about Palpatine's human-specific plague and gives Zekk the navicomputer that Tarkona wants. He hopes that Zekk can get it to the right people in time to stop Tarkona from finding the storehouse*

and carrying out her plans of genocide. Zekk arrives on Yavin IV, just as a Diversity Alliance assassin tries to kill Lusa. With the Diversity Alliance's plans now fully known, Luke, Lusa, and Zekk head for Ryloth to rescue the Jedi. On Ryloth, Sirra and Lowie find the Rock Dragon *and realize that the other are on the planet. They help the others to escape to the surface, where they are picked up by the rescue team. They bring a Twi'lek named Kur with them, who wishes to defect to the New Republic and tell them all he knows about the Diversity Alliance. An emergency session of the Senate is called to determine how to face this new threat.*

(***Jedi Bounty***)

- *The Senate session is held and the Solo children testify. Many Senators refuse to believe the children's claims, but the Senate decides to send an investigation team to Ryloth to get its own information. Zekk and Raynar Thul proceed from Yavin IV to Bornan Thul's hideout, but learn that Boba Fett has beaten them there and taken the coordinates to the plague storehouse from Thul's computer. Fett gives this information to Nolaa Tarkona and she takes the Diversity Alliance's armada (leaving the Ryloth base virtually empty). Only a small amount of Diversity Alliance personnel remain on-planet to stall the New Republic investigators. The young Jedi Knights and Diversity Alliance fleet race to the storehouse asteroid, while the Jedi send out a call to the Republic fleet giving them the location. The Jedi arrive first and set enough explosives to destroy the facility. Upon investigation, though, they find that it is not only a human-specific plague that is stored in the facility, but plagues for dozens of species. The storehouse could literally hold the key to the extinction of all life in the galaxy. Lowie, MTD, Bornan, Raynar, and Zekk remain on the asteroid when Nolaa's forces arrive, while the others leave in the* Rock Dragon*. Those left behind prepare to destroy the plagues themselves, because Nolaa's forces have arrived and begun dismantling the bombs. When Tarkona finds Bornan Thul, she murders him with the human-specific plague and all Raynar can do is watch helplessly. Lowie, still trying to destroy the plagues, finds that IG-88, in his mission to find Thul, has followed them to the asteroid and Lowie enlists the droids aid in destroying the toxins. The rest of the heroes escape, as does Tarkona, who is taken away by Raaba. The New Republic fleet has arrived and decimated Tarkona's fleet and the asteroid, so all she can do is escape with what little of the plague that she can. Raaba realizes that Nolaa is dying of one of the plagues from the storehouse, however, and sets a course for as far from any habitable areas as she can. Once there, Nolaa can die without bringing harm to anyone. She leaves a message behind for Lowie, telling him that if she survives the journey (and any toxins she might have come into contact with), she will come back to him. The Diversity Alliance is no more. Back at Yavin IV a short time later, Raynar is promoted to full Jedi Knight status, and Lusa and Zekk officially enroll as students of the Jedi Academy. The blossoming couples of Tenel Ka and Jacen, Jaina and Zekk, and Raynar and Lusa are together once again. If only Raaba were there for Lowie, it would be a very happy ending indeed.*

(***The Emperor's Plague***)

- *Kyp Durron and Streen, members of Luke Skywalker's first graduating Jedi class, return to Yavin IV to visit. Knowing that their father would want to see Kyp, the Solo twins send him word of Kyp's arrival, only to find that Han was already on his way to Yavin IV. While Han is on his way, Kyp tries to help Zekk in his training. They both had trained, fallen to the Dark Side, and been redeemed. Not it is time for Zekk to return to training in the Light Side as Kyp had done. Han Solo arrives and informs the young Jedi students that he will soon be Grand Marshall of the Blockade Runners Derby on the planet Ord Mantell. He invites the kids to join him. Upon arrival, they meet Czethros, an old enemy of Han Solo, but Czethros welcomes them with open arms, it appears. Before the race day, Han takes the*

Millennium Falcon *and tries to beat an old record on the race course, narrowly missing being destroyed by space mines set along the route. After a bit of investigation, the race is carried out. The race is won by Tenel Ka, Jacen, and Zekk. During the ensuing celebration, strange aliens arrive to steal the mine evidence. During the struggle, a new figure enters wielding a lightsaber. She is Anja Gallandro. Anja accuses Han of killing her father, and when Han refutes her claims, she tells him to look for proof on Anobis, a world unaided by the New Republic. Unbeknownst to Han, he is merely being setup by Anja, who's is in the employ of Czethros. Her addiction to andris spice has given him the perfect way to keep her in his thrall. Czethros, it seems, is a high-ranking member in the newest reincarnation of Black Sun. Han and the others head for Anobis, stopping an arms trader en route, and upon arrival, visit Anja's mining village. Anja's fellow citizens take our heroes hostage. They have just become the newest pawns in a civil conflict on the planet. Anja leads a raid on a farming village and accidentally kills her own village's leader's brother. The mining village's leader prepares to wipe out all of the people of the farming village, until the Jedi inform him that the arms trader they stopped, Lilmit, had been supplying both sides in the conflict, simply to continue the struggle and keep his profits coming in. The miners and farmers begin peace negotiations. Shortly, Kyp and Streen arrive to help the citizens get rid of their weaponry. Peace may be in Anobis' future. As for the mysterious Anja, she is offered the opportunity to study at the Jedi Academy. Czethros now has an inside operative.**

(***Return to Ord Mantell***)*

***NOTE: See note for *Crisis at Crystal Reef*.**

- *After her first few weeks of training, Anja still isn't showing sign of Force-ability, but she has managed to anger both Tenel Ka and Jaina by being the object of attention for both Jacen and Zekk. Lando Calrissian arrives to offer them a chance to visit his new SkyCenter Gallaria, an amusement park area he has recently constructed on Cloud City. The children accept, including Anja. Upon arrival at Cloud City, they learn that Lando's partner, an ex-smuggler named Cojahn is dead, apparently taking his own life. Lando doesn't believe that Cojahn would do such a thing, so the Jedi decide to investigate. Lando privately tells the group (sans Anja) that he believes that Anja is showing signs of andris spice addiction. Anja, still in league with Czethros, privately contacts Czethros and tells him that if he had anything to do with Cojahn's death, he should cover it up quickly. Czethros, not wanting his operation revealed and being the murderer of Cojahn himself, sends agents to Bespin to kill the Jedi Knights. During their investigation, the Jedi learn that Figrin D'an and the Modal Nodes were scheduled to play at the opening of the Gallaria, but when Cojahn died, they left Cloud City. Jaina, Zekk, and Lando go to Clak'dor VII to find out why. They find the band in hiding from Black Sun. Back on Cloud City, the remaining Jedi (sans Anja) are nearly killed by Black Sun operatives, when they are sent down a garbage chute. Tenel Ka and Lowie manage to save themselves from falling out of Cloud City, but Jacen cannot. On Clak'dor VII, Lando and company learn that Black Sun killed Cojahn because Czethros wanted to muscle his way into SkyCenter's business, and Cojahn wouldn't allow it. With this new information, they head back to Bespin. On Bespin, Jacen has been saved by M'kim, a thanta rider, who was flying through Bespin and happened to see Jacen in peril. M'kim takes Jacen to a floating island and tells him about Czethros' involvement in Cojahn's death. The* Lady Luck*, Lando's ship, arrives and takes Jacen back to Cloud City. When they try to check what they have heard with Cloud City records, they realize that Czethros has tampered with them. They are soon attacked by chameleon-like creatures and Cloud City guards under the influence of Czethros. They are able to catch the traitors in the Gallaria, and a warrant is then issued for Czethros' arrest. M'kim is offered a position in a thanta-riding circus for his aid. The young*

*Jedi and Anja then head back to Yavin IV. Anja, however, does not share their good humor. She can no longer count on Czethros for andris spice and she is almost out.**

(***Trouble on Cloud City***)*

***NOTE: See note for *Crisis at Crystal Reef*.**

- *Before a diplomatic outdoor ceremony on Monor II, Nom Anor, in his hooded guise, puts coomb spores into 100 breath masks to infect those who will use them with a deadly disease to test New Republic species resistance to Yuuzhan Vong bioagents. One of those to use a mask and become infected is Mara Jade Skywalker, who was acting as bodyguard to a diplomat. The disease takes various gestation periods in different species, but after two months, Mara becomes fully infected. Of those stricken, all but Mara and one other infected person die. Mara uses the Force to hold the disease back, and the other victim is taken to Coruscant for testing, but continues to decline in health. In hopes of finding a cure to the disease, Mara visits Cilghal and Tomla El, to no avail.*

  (conjecture based on *Vector Prime* and *Balance Point*)
- *After the trouble on Cloud City, the young Jedi have had a bit of a break. Zekk has finished his lightsaber. Peckhum has come for a visit. Times are good. Well, except for Anja's case. She's going through the painful process of spice withdrawal. Unable to take it anymore, she steals Zekk's* Lightning Rod *and heads for Kessel. Her new Jedi friends follow her in Tenel Ka's* Rock Dragon. *Anja arrives on Kessel shortly after an attempt is made on the life of Nein Numb, Chief Administrator of the Kessel mining operations. Once she has disembarked from the ship, she hunts down the arms trader Lilmit, who had been supplying both sides in the war on Anobis. Lilmit finally reveals to her that Czethros had been behind the war on Anobis and that he had an entire stockpile of spice on Calamari, close to the Crystal Reef resort. To get revenge on Czethros for the deaths his manipulation of Anobis had caused, she heads for Calamari to sabotage Czethros' operation there. The young Jedi arrive shortly after Anja has left, and speak to Nein Numb. Then they find Lilmit and learn where Anja is going. Jaina and Lowie remain behind to protect Nein Numb, while the rest of the group heads for Calamari. They have also requested the aid of Ambassador Cilghal, a Jedi Knight who was in Kyp and Streen's class at the Jedi Academy. Czethros and Black Sun arrive at Kessel as Nein Numb's own guards turn on him and turn him over. Lowie and Jaina stay out of sight and eavesdrop, learning that Czethros and Black Sun are preparing to use Black Sun's resources to start multiple coups across the New Republic within a matter of days, in an attempt to bring down the New Republic itself. He does not manage to transmit the "go" order for the operation, however, because MTD is able to destroy Czethros' transmitter. On Calamari, the Jedi Knights find Anja and Czethros' facility. Together with a sea creature, they destroy the facility, but become trapped under a polar ice cap. While trapped, Cilghal uses her Jedi abilities to heal Anja of her withdrawal. Then the Jedi and Anja use their lightsabers to cut themselves free of the ice. On Kessel, Nein Numb, Jaina, and Lowie turn the tables on Czethros and chase him into the spice mines. Czethros would rather die than face is superiors in Black Sun, but freezing him in carbonite allows for him to be taken into custody alive. Finally, all of the Jedi return to Yavin IV. Upon arriving, they receive a wonderful surprise. The New Republic has planned a ceremony and celebration to thank them for all that they have done in their time as Jedi Knights. They are finally ready to graduate and be full Jedi Knights. As the festivities commence, the Jedi learn that Anakin Solo has figured out a way to root out the Black Sun coup cells on member worlds, and that Anja has been hired by Lando as a pilot. The celebration continues, as Tionne sings songs of Jacen, Jaina, Tenel Ka, Lowie, Zekk, and their friends--the newest members in the new order of Jedi Knights.*

  (***Crisis at Crystal Reef***)*

***NOTE: In *Crisis at Crystal Reef*, the Solo twins are said to be sixteen years old, in a off-hand remark. *Vector Prime*, though (in its internal timeline and references to Lando being out of the picture for a year or so), gives the impression that *Under Black Sun* had to have happened 24 ASW4, not 25 ASW4 as the twins' stated ages imply. We should simply assume, then, that Halagad was simply mistaken or rounding up when calling them "sixteen" in COCR.**

- *Leia Organa Solo officially steps down (or doesn't seek re-election) from the position of Chief of State of the New Republic. Borsk Fey'lya becomes the next Chief of State.*
  (conjecture based on *Vector Prime*)
- *With the threats of Black Sun, the Diversity Alliance, the Second Imperium, and the Galactic Empire (virtually every known threat) defeated and the galaxy in a state of relative calm, old friends Han Solo, Chewbacca, and Lando Calrissian part once again in the wake of the Black Sun crisis. Han and Chewie take the lull to begin revamping (well, un-revamping) the* Millennium Falcon*, making it more of a family ship with "extras" than a smuggler's dream ship. Meanwhile, Lando sets up yet another profit venture on Dubrillion.*
  (conjecture based on *Hero's Trial* and *Vector Prime*)
- *The Mon Calamari Star Defender* Viscount *is commissioned.*
  (conjecture based on *Vector Prime*)
- *A major upgrade (R2-Delta) is given to the majority of active R2 series astromechs, in order to align their systems better with upgrades made to starships, navicomputers, etc. in the time since the R2 series was first commissioned, decades ago.*
  (conjecture based on *Onslaught*)
- *Led by Nom Anor, the people of Rhommamool begin rebelling against the oppressive rulers of their sister planet Osa Prime.*
  (conjecture based on *Vector Prime*)

Young Jedi Knights [continued] (young adult novel series: Kevin J. Anderson & Rebecca Moesta)

The Fall of the Diversity Alliance (young adult novel series: Kevin J. Anderson & Rebecca Moesta)

Shards of Alderaan (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 21

Diversity Alliance (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 20

Delusions of Grandeur (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 22

Jedi Bounty (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 22

The Emperor's Plague (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 29

Under Black Sun (young adult novel trilogy: Kevin J. Anderson & Rebecca Moesta)

Return to Ord Mantell (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 21

Trouble on Cloud City (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 21

Crisis at Crystal Reef (young adult novel: Kevin J. Anderson & Rebecca Moesta)

Chapters 1 – 22

25 ASW4

- *With the Galactic Empire no longer a major threat, and his Jedi students finally able to take more of the responsibilities of the Jedi Academy off his shoulders, Jedi Master Luke Skywalker realizes that he is only human, and must eventually pass on into the Force. Knowing this, he creates a holocron of his own and uses it to create a record of all that he knows of the history of the Jedi, galactic affairs, the Galactic Civil War, and so on. He will continue to record his experiences for the remainder of his life. This definitive record of Luke's era of history will become known as the Skywalker Holocron.**

  (conjecture based on abandoned backstory for the *Star Wars Chronology*)*

***NOTE: Before the license for *Star Wars* continuation novels switched from Bantam to Del Rey, this was the general backstory that was in the works for the *Star Wars Chronology* by Kevin J. Anderson. When the license switched and problems arose with Lucasfilm, the project was changed from a narrative taking place around 25 ASW4 and consisting mostly of flashback-esque recountings, into yet another *Essential Guide* named the *Essential Chronology*. The backstory was dropped to make the book more clean-cut, and the project fell into the hands of Dan Wallace, along with Anderson. I have placed it at 25 ASW4 because that is the time frame that the *Star Wars Chronology* takes place during. I include this entry simply because everything after the last of the continuation materials (the end of the *New Jedi Order*, to be more precise), with the exception of perhaps two or three entries, is just what people like to believe became of the *Star Wars* galaxy and how its story could have fallen into George Lucas' hands. Consider this Apocryphal or FanFic if you like, but this is still the generally accepted event which begins to bring the *Star Wars* galaxy into our own.**

- *A group of historians calling themselves the New Republic Historical Council begins compiling a history of the galaxy, which they entitle* The Essential Chronology*, but emphasize is simply a work-in-progress.**

  (conjecture based on the backstory for *The Essential Chronology*)*

***NOTE: This is the final, printed backstory for the *Essential Chronology*.**

- *At the Jedi Academy on Yavin IV, a graduation ceremony is held. Jaina Solo, Jacen Solo, Tenel Ka, Zekk, Lowbacca, Anakin Solo, and their classmates have finally graduated from the academy. Luke Skywalker has decided to take Jacen and Anakin (recently re-arrived at the academy for his final training, it seems) on as apprentices, much like the Master-Padawan dynamic of old. Jaina is unsure what she wishes to do, but soon decides to ask Mara Jade Skywalker if she would take her on as an apprentice. Mara is in agreement already. As a graduation gift, Han Solo presents his daughter with a Z-95 headhunter with plenty of upgrades. Her first flight will be to meet Han, Leia, and others at Mon Calamari. After the* Millennium Falcon *leaves, Jaina leaves, only to be attacked a short distance from Yavin IV by a crazed cyborg flying an X-wing model. The cyborg says that she is flying a stolen prototype headhunter called the* Onyx Star*. The cyborg is somehow trapped thinking it is the past, and she is forced to blast him to save herself, leaving him extravehicular until she can call for help for him. Upon arrival at Mon Calamari, Jaina decides to name the ship* The Crystal*, after something Mara said about how the crystal of a lightsaber is its core and focus, while she has the same relationship now with her headhunter.*

  (***The Crystal***)

- *Kyp Durron takes on an apprentice, Miko Reglia, and the two join with twelve non-Jedi starfighter pilots on the Outer Rim and begin policing pirate activities in the area as the "Dozen-and-Two" starfighter squadron.*

  (conjecture based on *Vector Prime*)

- *Preparations are made for the Yuuzhan Vong invasion of the galaxy.**

  (***The Hatred Vector***)*

***NOTE: Consider this just a curiosity. The story was cancelled and will never see the light of day. Thanks to Andrew Gordon's research into these lost stories, though, we can at least pay it tribute here.**

- *With the people of the oppressed world Rhommamool ready to revolt against the oppressors of the sister planet, Osa Prime, the New Republic is trying to keep the peace. The Mon Calamari battle cruiser* Mediator *is in place between the two worlds (which are now close enough together in their orbits that their land-based missiles can reach from planet to planet). Leia Organa Solo, Jaina Solo, Mara Jade*

Skywalker, and C-3PO arrive in the system aboard the Jade Sabre*, the starship Luke Skywalker built for Mara. Leia is to meet with Nom Anor (yes, the same alien who caused the assassinations of the Interim Council members 14 years earlier), who is the leader of the anti-technology, anti-Osarian Rhommamoolians. The Osarians do not wish her to meet with Nom Anor before she meets with them, fearing it will give Nom Anor an extra amount of prestige, so they send several fighters to escort the* Jade Sabre *to Osa Prime. They take evasive maneuvers to outrun and outwit the fighters, but as they are getting away, a lone XJ X-wing swoops in and defeats the fighters, increasing tensions. The pilot is Jedi Knight Wurth Skidder, a loose cannon Jedi. They proceed aboard the* Mediator *and meet with Commander Ackdool and prepare to meet Nom Anor. On the planet Belkadan, on the edge of the Outer Rim, at the ExGal-4 science station, Danni Quee and her crew observe the edge of the galaxy for extragalactic phenomenon. On her staff is Yomin Carr, who appears to be human, but is really a Yuuzhan Vong warrior. The Yuuzhan Vong are a warrior race from beyond the galaxy, who utilize organic technology to an extent leaps and bounds beyond that of any race in the galaxy. Carr is there to await a signal coming from the location known as Vector Prime—the entry point for the Praetorite Vong (a Yuuzhan Vong battle fleet) into this galaxy. He returns to his quarters to contact the Yuuzhan Vong executor, Nom Anor, via villip (an organic long-range communication device). He is ordered to sever the station's communications and prepare to silence the station's residents as well. In the station, Danni and the others discover what appears to be an asteroid that has just crossed the galactic barrier and entered the galaxy—a phenomenon never before encountered. On Coruscant, Luke Skywalker and Jacen Solo proceed to the New Republic Council chambers, where Luke speaks with the Council (now headed by Chief of State Borsk Fey'lya, and also including: Niuk Niuv; Triebakk; Cal Omas; Pwoe; Fyor Rodan; and Chelch Dravvad) about his desire to re-institute the Jedi Council. The councilors are clearly divided on the issue, as many Jedi, especially those on the Outer Rim who have been making it their personal mission to police the area, are considered loose cannons. Luke leaves, pondering his plans, and he and Jacen discuss the nature of the Force. Jacen believes it is more personal than what is taught at the Jedi Academy, and Luke is coming to recognize that also, as he has moved from simply having the Academy teach Jedi "courses" into actually reviving the Master-Apprentice dynamic. (For the sake of clarity, we note that Luke is the Master of Jacen and Anakin Solo, while Mara is Master to Jaina.) On Rhommamool, Leia, Mara, and the others, meet with Nom Anor. Nom Anor by no means wishes to come to a peaceful resolution, though, as his main purpose is to have his aide, Shok Tonoktin, use a newt to determine if Mara Jade is still suffering from the poison that Nom Anor managed to get into her system a short while earlier. All other people infected have died already, save one, who is on Coruscant for treatment. Only Mara's Force-abilities are allowing her to push back the disease this long, which intrigues Nom Anor, as he is trying to determine the strengths and weaknesses of this galaxy's most powerful beings—the Jedi Knights. During the meeting, which ends in Nom Anor leaving after insulting them, Mara once again detects that Nom Anor appears not to have any connection to the Force. On Coruscant, Luke and Jacen catch up to Han Solo, Chewbacca, and Anakin Solo at the* Millennium Falcon*, as Han and Chewie repair it after Anakin's rough piloting on the way to Coruscant. Luke speaks with Han about using Lando Calrissian (who is on the Outer Rim at his mining operation at Dubrillion and Destrillion and the asteroid belt known as Lando's Folly) as a source of information about the smugglers and Jedi out on the Rim. On Belkadan, the ExGal group discovers that the strange asteroid is on a collision course with the fourth planet of the Helska system, a planet of mostly ice. Aboard the asteroid, which is actually a Yuuzhan Vong worldship made of yorik coral, Prefect Da'Gara orders his*

pilot to accelerate their speed toward Helska, causing the ExGal workers on Belkadan to believe it to be a comet that somehow is caught in gravitational forces they had yet to discover. The worldship reaches Helska IV and impacts on its surface, where it buries itself in the ice, a yammosk (war coordinator creature) is implanted below the surface, and a Yuuzhan Vong base is created below the surface of the icy planet. Amazed the ExGal crew on Belkadan prepare to take their beat-up Spacecaster shuttle to Helska IV to investigate. The Jade Sabre *arrives at Coruscant as the passengers marvel at the new Mon Calamari Star Defender battleship, the* Viscount*. Leia speaks with Mara, who has just felt her disease attack her womb. She fears that she and Luke will be unable to have children of their own. As they land, Jacen and Anakin spar aboard the* Millennium Falcon*, with lightsabers and ideologies. Anakin believes the Force is more of a tool to help one's skills, while Jacen still believes it to be more personal. Shortly thereafter, Leia is informed of the planned trip to see Lando, and they depart in the* Falcon *and the* Sabre*. On Belkadan, Yomin Carr disables communications on the Spacecaster, and the unknowing passengers (Danni in command) take off for Helska IV. Garth Breise and Yomin Carr go out to fix ExGal-4's communications, but as they climb to where Carr has sabotaged the communications link-ups, Carr sends Garth to his death. A storm (or what seems to be a storm) is detected on Belkadan and Tee-ubo, Jerem Cadmir, Luther De'Ono, and Bendodi Ballow-Reese leave to investigate the phenomenon. At Osa Prime and Rhommamool, Nom Anor orders a missile attack on the Osarians, setting Osa Prime in flames. On their way to Dubrillion, the* Falcon *and* Sabre *stop, so that Han and Chewie can go to Riebold's Foam and Sizzle and learn about Lando's activities, to see what he's gotten himself into. After learning what they need from Dugo Bagy, they head off for Dubrillion. On Belkadan, the ExGal group heads for the "storm" and discover that strange beetle creatures (dweebits, released on the world by Yomin Carr) are somehow effecting the ecostructure, and all plant leaves are turning to a poisonous vapor. They must warn the others at ExGal-4. Knowing that they don't have the necessary oxygen in their masks to have any single one of them run back to base and survive, Bendodi gives his mask to Jerem to increase his supply. He then kills Luthor and gives Luthor's mask to Tee-ubo before turning his weapon on himself. Tee-ubo and Jerem race for ExGal-4 before Tee-ubo gives Jerem her mask and dies of the fumes. Jerem, now with enough oxygen to make it back, hooks up one of the masks to his jetpack (which was not working due to oxygen deprivation) and flies to ExGal-4 safely. At Helska IV, the Spacecaster arrives, bearing Danni Quee, Cho Badeleg, and Bensin Tomri. The ship is suddenly attacked by what looks like meteorites but are actually Yuuzhan Vong starfighters known as coralskippers. They are shot down and taken below the surface of Helska IV. At ExGal-4, Jerem speaks to Yomin Carr upon arrival, but Carr deactivates his ooglith masquer (a creature that acts as a living, body-covering suit to create a false appearance), and reveals his true Yuuzhan Vong form before killing Jerem and taking his samples inside to be analyzed (or so the others will be made to think before he kills them as well). Below Helska IV's surface, Danni faces Da'Gara and witnesses the deaths of Bensin and Cho. She is all that is left, and she is to be held prisoner. At Dubrillion, the* Falcon *and* Sabre *arrive, and they all meet with Lando. Lando offers Jaina, Jacen, and Anakin the chance to "run the belt," flying modified TIE Advanced fighters (with shields projected around them by* Belt-Runner I*, a nearby station—a technology that could make Lando incredibly rich if it is mass produced) through Lando's Folly. The record holder for now is Jedi Knight Kyp Durron, who is on Dubrillion with his apprentice, Miko Reglia. The Solo kids use the Force and run the belt, with Jaina coming up as the new top pilot, knocking Kyp to second place. On Belkadan, Yomin Carr murders the rest of the group and awaits orders from Da'Gara or Nom Anor. At Osa Prime and Rhommamool, Nom Anor and Shok Tonoktin escape from*

the area as an attack orchestrated by Nom Anor devastates more of Osa Prime and causes severe damage to the Mediator*. The Osarian-Rhommamool conflict has been escalated, yet another conflict to keep New Republic attention focussed somewhere other than the Outer Rim. Nom Anor then speaks with Da'Gara and they determine that their next target for destruction should be the planet Sernpidal, where they can use a gravity well generating creature (implanted into the planet) to drive the planet and its moon together, wreaking devastation, just as the Yuuzhan Vong warriors did ages ago to a Yuuzhan Vong rival clan. They intend to attack planet by planet on their way coreward until they can take over the galaxy. At Dubrillion, the Solo children speak with Kyp Durron, who offers them a place in his starfighter squadron, the Dozen-and-Two (12 regular pilots and 2 Jedi), which he and his apprentice have been leading in policing the area. Jacen and Kyp argue, and then Kyp and his squadron leave. Shortly thereafter, Lando talks Han and Chewie into running the belt to prove themselves, and they head into Lando's Folly. Once they are running the belt, though,* Belt-Runner I *loses their signal and their shields go down. Luke races into Lando's Folly in another shieldless TIE to find them. He finds them perched on the back of an asteroid, safe, but shaken. Luke returns to Dubrillion while Lando's people retrieve Han and Chewie. At a beacon they had set up, Kyp and the Dozen-and-Two discover that a Spacecaster traveled to the Helska system recently. Thinking they may be smugglers, they head for Helska IV to catch up. Upon arrival, though, they are set upon by coralskippers. Their starfighters' shields are ripped off by the gravitational weaponry and their ships are attacked by grutchins, untamed flying creatures. The squadron is decimated. Miko is presumed dead. Kyp and another prepare to escape to hyperspace, but the other's ship is too badly damaged and explodes. Kyp escapes, knowing that the rest must be dead. On Dubrillion, Lando asks Han and Chewie to help him by delivering some supplies to buyers on Sernpidal. They have also received a distress call from ExGal-4 on Belkadan, and Luke and Mara decide to investigate. Han, Chewie, and Anakin agree to go to Sernpidal. A short hyperspace hop away from Helska IV, Kyp is stranded and nearly killed by grutchins that tagged along before killing them and devising a plan to use very short hyperspace hops to slowly make it safely to Dubrillion. On Helska IV, Danni Quee is visited by Yuuzhan Vong who deposit a new prisoner in her "cell" with her—Miko. She tells him of the Yuuzhan Vong, their plans, and their technology. Da'Gara contacts Nom Anor and tells of their victory over the starfighters, but both he and Nom Anor know that the untamed grutchins will draw attention to their vicinity soon enough. Danni and Miko escape (using masquers and gnullith, living breathers, taken from Yuuzhan Vong warriors) and make it near the surface, only to be recaptured by Da'Gara. They are taken below the surface to where the yammosk (war coordinator) awaits. A ceremony begins as Prefect Ma'Shraid arrives with another worldship and she and her minions join the ceremony. The yammosk uses telepathy and incredible mental energies to coordinate the ceremony, where Miko is repeatedly brought near to execution and made to relive the horror dozens of times. On Sernpidal, Han, Chewie, and Anakin unload supplies while the planet is in chaos. They learn from the former mayor that Dobido (Sernpidal's moon) is coming closer and closer to the planet on every revolution and will soon collide with Sernpidal, destroying the planet's atmosphere completely. Han, Chewie, and Anakin begin an evacuation and soon learn that the moon is being attracted by something on the outskirts of Sernpidal City. Anakin and the mayor head there to destroy the attractive force. At Belkadan, Luke and Mara discover the world ravaged by the ecological disaster. They go to ExGal-4 to discover clues. Mara senses that her disease is related to the disaster, and when she finds a dweebit, she takes it with her on a hunch. Mara is then attacked by Yomin Carr, but defeats and kills him. They download the computer records of the base into R2-*

D2 and learn of the mission to Helska IV. They leave for Helska IV. On Helska IV, Miko is tortured by reliving false deaths through the mental powers of the yammosk. On Sernpidal, Anakin and the mayor find a living gravity controlling creature. Han arrives in the Falcon *to reclaim Anakin (as the world experiences high winds and quakes due to the moon closing in), and the mayor destroys the creature and himself in the process. It is too late, though, as the moon's orbit has decayed too far. They race back to where the evacuation continues. As the planetary conditions continue to worsen, Chewie and Anakin help uncover the back of a shuttle that is trapped under rubble so the shuttle and its many refugees can escape, while Han loads more refugees aboard the* Falcon*. As Anakin and Chewie head back to the* Falcon*, having to rely more and more on Anakin's use of the Force to keep them able to walk through the wind and quakes, they hear a cry. Anakin and Chewie turn back and save a child who was trapped under rubble. They make it back to the* Falcon *with the child, but just as they get there, rubble strikes Anakin and he is blown a short distance away. Chewie hands the child off to Han and goes back after Anakin. Han, knowing they will never be able to fight the wind to get back to the ship, takes the* Falcon *airborne and heads for where Chewie has recovered Anakin. Locking the* Falcon *as low as he can go (which is not low enough for Chewie to jump in), Han rushes to the hatch to help them up. Chewie tosses Anakin up to Han with a resigned look, knowing he cannot get aboard. Before Han can lower the* Falcon*, Chewie is swept away again. Anakin takes the controls and tries to follow Han's commands to get back to Chewie, but the moon is about to crash down. Knowing that they can either escape without Chewie, or die with him, Anakin makes the hard decision to escape while they can. Han can only watch helplessly as a battered and bloodied Chewbacca raises his eyes to the moon about to crash down atop of him and lifts his arms, emitting a defiant roar. The moon crashes down, destroying Sernpidal's atmosphere, and Chewbacca along with it. Han cannot let himself forget that it was Anakin who chose to leave Chewbacca behind. At Helska IV, Luke and Mara arrive and Luke takes his X-wing toward the surface, soon noticing that coralskippers are on their way to his position. He is nearly destroyed before Mara flies in to save him and they escape into hyperspace, now knowing that something sinister is going on at Helska IV. Back at the* Millennium Falcon*, as part of the convoy away from Sernpidal, the ship comes under attack by grutchins. They escape, and then pick up a distress call from Kyp. They pick Kyp up and continue to Dubrillion, arriving only a short time before the Yuuzhan Vong forces should reach the planet. Lando, Leia, Han, and the others prepare to battle the Yuuzhan Vong on Dubrillion, while sending a call to the New Republic Star Destroyer* Rejuvenator*, which is stationed at Ord Mantell with a task force. The enemy force arrives and the battle begins. Han flies the* Falcon *with Leia and Kyp at the gunports, while the Solo kids take thee TIE Advanced fighters into the fray, protected by* Belt-Runner I*. The battle goes badly for a while and* Belt-Runner I *must drop shields. With this new change of situation, the Solo kids head into the space fray and lead a large amount of coralskippers into Lando's Folly, evening the odds for the other ships. They use the Force and become like one unit, flying as never before. They are victorious and Dubrillion is safe for the moment, but Anakin nearly blacks out from using the Force in such a way and nearly dies in the asteroid belt before jumping to hyperspace on a random vector to save himself. The* Falcon *and her crew go after him. On Helska IV, Da'Gara, Ma'Shraid, and the newly arrived Prefect Dooje Brolo (who just brought* another *worldship to the planet) discuss the battle, and Da'Gara reveals that the yammosk is about to spawn a new war coordinator, which they intend to put on Dubrillion or Destrillion. As Leia and the others find Anakin and rescue him, Luke (who, with Mara, just arrived on Dubrillion) is introduced to a captured coralskipper. They know it is alive and Luke tries to meld with it. He hears the*

ship communicate in the Yuuzhan Vong language and hopes C-3PO will return soon to translate. Knowing that the Yuuzhan Vong base is below Helska IV's surface, Luke devises a plan to use one of Lando's experimental iceborers to be launched beneath Helska IV's surface to discover the Yuuzhan Vong force's resources before an all-out attack. The Rejuvenator *then arrives and they prepare for battle, assuming Luke's mission goes well. Knowing that Mara will insist on going with Luke, and not wanting her to put herself through the ordeal, Jacen and Jaina take the iceborer and its carry ship and head for Helska IV to complete the mission themselves. As they leave, Leia and the others are speaking with Commander Warshack Rojo of the* Rejuvenator*, who believes they need not wait for more New Republic forces before attacking Helska IV, with the typical Corellian arrogance. Jacen and Jaina arrive at Helska IV and Jacen is launched in the iceborer to the surface, but he veers to a different entry point when he senses a telepathic cry for help, possibly from a Jedi Knight. He gets below the surface, using the masquer and gnullith from the captured coralskipper. He makes his way to the source of the call and finds Danni and Miko. They battle several Yuuzhan Vong warriors before Miko falls into the water to save Danni and Jacen, freezing to death. Realizing that the telepathic call came not from Miko but from Danni, who could be a great Jedi it seems, he and Danni escape to the iceborer. Aboard the* Merry Miner *(the carry ship), Jaina is set upon by coralskippers, but saved when the New Republic force enters Helska IV's vicinity. As the battle ensues, Anakin is taken back aboard the* Merry Miner *and the New Republic force gets their ass handed to them. The* Rejuvenator *is destroyed and the force retreats, but Luke devises a plan based on Danni's experiences with the yammosk. They realize that the yammosk is making the Yuuzhan Vong fight as one unit, as the Solo kids did at Dubrillion and Joruus C'Baoth tried to make Imperial forces do years before, and they must take out the yammosk. To this end, they head back to Helska IV with their depleted force and several shieldships, like those used on Nkllon. As a second battle ensues, the Yuuzhan Vong believe the New Republic force to be insane, since they have no idea of the shieldships' purposes. As the battle rages, the shieldships reflect the yammosk's own energies back at the frozen surface, speeding up evaporation and dropping the temperature below the surface to absolute zero. The yammosk is frozen solid and the Yuuzhan Vong forces fall apart. As Luke, near the surface, tries to escape the freezing planet, Han must order the other ships away, leaving Luke as Anakin left Chewbacca, giving Han the reasoning needed to forgive Anakin. As the planet spins faster and faster on its axis due to the change it underwent, Luke escapes unscathed. The planet explodes into a dazzling ball of crystals. The Praetorite Vong is destroyed. Nom Anor knows of this, but it is of no large concern. He knows that far greater forces await beyond the rim, and it is only a matter of time before they emerge and take over the galaxy easily. The heroic forces reunite on Dubrillion, but the cost of their victory has been great. Chewbacca is dead at the hands of a disaster caused by the Yuuzhan Vong, Mara is dying of a strange Yuuzhan Vong disease, and the Yuuzhan Vong threat is far from over . . . *****

(***Vector Prime***)*

***NOTE: A lot of *Star Wars* fans have been ranting and raving at and about Salvatore's "murder" of Chewbacca. Some fans on of the lunatic fringe of society have even gone so far as to threaten Salvatore's life. Allow me to clear this up for those of you who have come to hate Salvatore for Chewbacca's death. It was *not* Salvatore's choice. Lucas and Lucasfilm decided that it was time for a major character to die off, to give more growth to the group dynamic that had been present (with the exception of only a few additions along the way) for, by the time of *Vector Prime*, 25 years. Salvatore was *told* that he was to kill off Chewbacca, and the method of his death was suggested as well. Salvatore was simply the one who had to write the scene. In fact, Salvatore didn't even *want* to kill Chewie off, but that was simply part of what had to be included to make *Vector Prime* fly. Being angered at Salvatore is tantamount to killing the messenger when the message was distasteful. If you really want to get back to the source of the decision, feel free to get angry at Lucas. Just don't do it too**

loudly; saying that a creator doesn't have the right to decide the fate of his own characters is liable to make you look like an idiot.

- *In the wake of the battle of Helska IV, Luke Skywalker records his thoughts on the pending Yuuzhan Vong threat into the Skywalker Holocron. The entry is as follows: "I have fought the worst of all wars and witnessed the redemption of evil. I've seen balance restored to the Force. But order can turn to chaos, as it did when I was born. Now, with my loved ones and my loyal allies, I face a new challenge unlike any before, and I'm not sure if this time, we can win."**

  (conjecture based on voiceover to the *Vector Prime* commercial)*

***NOTE: This information is based on the 30-second commercial for the *Vector Prime* novel. I figured that if the character, not the actor, was doing the voiceover, then it could stand to be placed on the SWT. Since the character was Luke, and it fit in fairly well, I figured it would make sense as a Skywalker Holocron entry. Take it with a grain of salt.**

- *Jacen Solo relates his use of a gnullith to record for the sake of science and his own reflections.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Having escaped from the droid purge on Rhommamool, a protocol droid finds its way to a dealer, who wipes his traumatized memory and sells him to Roa under the new designation, "Void."*

  (conjecture based on *Hero's Trial*)
- *Tresk Im'nel joins his fellow Jedi in defense of the New Republic from the Yuuzhan Vong threat.*

  (conjecture based on *Star Wars: The Roleplaying Game* profile for Tresk Im'nel, found on the Wizards of the Coast website)
- *With Zak and Tash Arranda off for higher education, Mammon Hoole begins compiling the* Essential Guide to Alien Species*.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *In the wake of Chewbacca's death, R2-D2 and C-3PO speak with those that knew him to compile a fitting tribute to their fallen comrade. First, they interview Mallatobuck, who tells of how she fell in love with her husband. Next, they interview Attichicuk, who tells of Chewbacca's confrontation with Tojjevvuk over Malla. Later, they visit Ssoh, Mala Mala, and Tvrrdko, Wedge Antilles, and Lando Calrissian. Their next stop is to meet with Leia Organa Solo, who confesses that, at times, she had been so envious of how close Chewbacca and Han Solo had been that she had wished Chewie were gone. She realizes that she's now losing Han to his grief, and is terribly afraid of being alone. She composes herself and tells the droids that she's prepared to record the address that will go along with a posthumous decoration of Chewie. After meeting with Leia, the droids speak with Luke Skywalker as he looks down upon repairs being made in the wake of the Yuuzhan Vong encounter. Luke is weary and wonders when the fighting will ever end. He recounts what he knows of Chewie's final moments to the droids and tells them that he sensed Sernpidal's destruction and understands what Obi-Wan Kenobi meant by a "great disturbance in the Force" when Alderaan was destroyed. However, Luke also sensed the passing of Chewbacca, his close friend. The destruction of a planet cannot begin to compare to the feeling of loss from Chewie's death. After speaking with Luke, C-3PO and R2-D2 finally meet with Han Solo, who is working on the* Millennium Falcon *and speaking as if Chewbacca is still alive and helping him, just being very slow about it. They ask for Han's favorite story about Chewbacca, and of all of their years together, Han's fondest memory was of Chewbacca saving Jaina's life during a chance event years earlier on Coruscant. He picks up a picture of Chewie that Jaina had drawn afterwards, which, in her way, was saying "I love you, Chewie."*

  Han: "I love you, Chewie." I should have told him that myself! He saved my children! He was always there for them, he died for them! And I never told him.

  For Han Solo, the galaxy has become a very empty place, indeed.

(***Chewbacca***)

- *Corellian Engineering Corporation rushes the VCX-820 line into production. The ships are termed "escort freighters" in order to shy away from calling them "warships," but the intent is clear.*

  (conjecture based on *A Legacy of Starships*)
- *The Yuuzhan Vong return to Dubrillion, attacking the populace as a means of both continuing to test New Republic weaponry and as a means of removing the weaker elements from the Vong forces.*

  (conjecture based on *Onslaught*)
- *As the Yuuzhan Vong invasion begins, anxiety leads Fleet Admiral Sris Lehhett to stage a bloody military coup in the Centrality, taking over as Scrivinir from Ottdefa Tavell Geen, who barely escapes to Coruscant, where he begins lobbying the New Republic to forcefully reinstate him. Lehhett begins to supply convicts and the like to the Sharu to work in the life crystal orchards, which have only recently begun to be harvested again as the Sharu have reawakened to galactic life.*

  (conjecture based on *A Campaign Guide to the Centrality*)
- *As many Jedi as are able return to Yavin IV for a service in memory of the late Miko Reglia. Reglia's death has further driven a wedge between the growing factions in the Jedi ranks.*

  (conjecture based on *Ruin*)
- *Luke Skywalker assigns Jedi listening teams to many major and minor star systems.*

  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *With the failure of Nom Anor's Praetorite Vong, a new Yuuzhan Vong force under the command of Shedao Shai begins its offensive against the galaxy. In a small area of Imperial Remnant space, the pirate vessel* Free Lance*, commanded by Urias Xhaxin, is attacked by the Yuuzhan Vong while attempting to attack a convoy they'd lured into the area. The* Free Lance *is nearly destroyed. On Coruscant, Leia Organa Solo tells the Senate of the Vong threat, but they listen with deaf ears, accusing her of trying to re-assume power. Senator Elegos A'Kla agrees to go with Leia on a fact-finding mission, so that the Senate can no longer avoid the issue. Elsewhere, Colonel Gavin Darklighter, current CO of Rogue Squadron, meets with Admiral Traest Kre'fey after a simulation against a coralskipper (skip) and learns of the Senate's disapproval of any action directed at learning more about the Yuuzhan Vong. Kre'fey will have the Rogues run simulation missions and pirate-chasing missions, though, and if they just happen to find clues while "playing pirate," then that would just be a fortuitous accident. On Yavin IV, Luke Skywalker has called all of the Jedi back to discuss the Vong threat. The Jedi are clearly divided between the calmer Jedi and the Jedi who follow Kyp Durron's example. This is just the kind of division that is causing the Senate to be anti-Jedi at the moment. Back on Coruscant, Leia and Elegos prepare to leave for Agamar to ask for assistance in preparing for the Vong threat. Before they leave, they must deal with a drunk and thoroughly wrecked Han Solo, who, still grieving over Chewbacca's death, leaves on his continuing mission to drown his sorrows in booze and brawling. At the Jedi Academy, Luke gives out assignments. Corran Horn and Ganner Rhysode are to head for Bimmiel, where Agamarian students have been out of contact, and the Vong may have surfaced. With Jaina Solo on her way with Danni Quee to meet with Leia and Elegos on Agamar, Luke sends Anakin Solo with his wife, Mara Jade Skywalker, to Dantooine, hoping that such a vibrant world will help the Force in saving Mara from the Vong disease that is killing her. Luke will take Jacen Solo with him and head for Belkadan to observe the after-effects of the Vong presence there. Out in fringe space, the* Ralroost *and Rogue Squadron come across the remains of the* Free Lance*, and Xhaxin is brought in as an advisor on Vong battle tactics. On*

Agamar, Leia speaks with the Agamarians and gains support for working against the Yuuzhan Vong and preparing Agamar for refugees from other Rim worlds. She and the others head for Dubrillion. Corran and Ganner arrive on Bimmiel and are chased by slashrats until they find the Agamarian students, who have uncovered what appears to be a store of Vong artifacts and a Vong body (from the Mongei Shai mission 50 years before). On Belkadan, Luke and Jacen discover that the planet is mostly healed from the Vong terraforming of a couple of months before, but a strange green plant pervades the world, and they can sense strange beings somewhere near, who may be dying. They feel "wrong" in the Force. They head out to find answers. They discover that the Vong are growing the parts necessary for coralskippers on the world, and using slaves from this *galaxy (fixed with strange restraining-bolt-like growths) to do their will. These were the beings sensed through the Force. They witness one of these slaves being killed by a Vong warrior. At the site of the* Free Lance *attack, Rogue Squadron enters a fray with skips in their first attempt to utilize two new advancements in their X-wings —an expanded inertial compensator bubble to keep the dovin bassals from ripping off the fighters' shields, and a low-power rapid fire method of blasting targets to over-stress the dovin bassals' ability to suck in lasers, which should allow full-power blasts through. It goes relatively well, but the Rogues lose two pilots. On Dubrillion, Leia and the others arrive and meet with Lando Calrissian. They then prepare to evacuate a convoy of refugees before the next wave of the continuing Vong assaults. On Bimmiel, Corran and Ganner discover a set of Yuuzhan Vong shell-buildings and another set of slaves with the odd growths. On Belkadan, Jacen has a vision of saving the slaves and goes on his own to do so. The vision proves less than accurate and he is beaten and captured. His placed in the Embrace of Pain, a biological device that keeps a person in a set amount of pain. On Dantooine, Anakin befriends a Dantari and uses medicine he gets from the alien to help heal Mara a little bit, At Dubrillion, the* Ralroost *arrives to help in the evacuation. Gavin speaks with Lando, Leia, and Kre'fey, and it is decided that Jaina will join Rogue Squadron as Rogue Eleven. The convoy leaves in the midst of a major battle (in which they must avoid a Yuuzhan Vong ship acting as an Interdictor), but they make it safely away, on their way to Dantooine, which is as far as they can go without more supplies. On Belkadan, Luke saves Jacen while wielding both his and Jacen's lightsabers, and then the two head off for Dantooine, where Luke has envisioned Mara and Anakin in trouble. On Bimmiel, two students are missing and presumed captured. The Jedi and Agamarians prepare a rescue attempt, which will utilize a "killscent bomb" which will bring slashrats to attack the Vong base, which is currently protected by a different scent. On Dantooine, the Vong have arrived, and a couple are beating up Anakin's Dantari friend. He saves the Dantari, killing both Vong. (By this point we've learned that the Vong armor is still alive, but has gills which can be attacked, and that the Vong are not invincible, just damned hard to defeat.) Elsewhere on Dantooine, Leia and the convoy have arrived, but not anywhere near Mara and Jacen, who are soon on the run from Vong warriors. Luke and Jacen arrive in the nick of time and help kill the pursuing aliens, saving Anakin and Mara. They all reunite with Leia and the Dubrillion refugees, as a Yuuzhan Vong ground force approaches. After Jacen flirts with Danni a bit, the preparations for battle begin. Leia and Mara organize the refugees. Anakin, Jacen, and Luke prepare to fight on the front lines. Gavin, Jaina, and the rest of Rogue Squadron take to the air, and so does Elegos in his shuttle. The air attack on the Vong ground force begins with wave after wave of Vong and slave killed, but their biggest "bio-vehicle," a range, being unscathed. Back at the camp, Mara and Leia discover Vong using ooglish masquers to hide and kill the refugees. They set out to discover the infiltrators, and, through process of elimination, kill the young, glory-seeking Vong. On Bimmiel, the Agamarians take the Jedi's ship and prepare*

to drop killscent, while Corran and Ganner break in to find the prisoners. Using Corran's ability to project thoughts into the prisoners, they trick the Embrace creatures and free the students. Two Vong warriors (Neira and Dranae Shai) enter, and Corran covers Ganner's escape with the two unconscious students he is levitating to safety as the killscent bomb makes the area a killing zone for slashrats. Only the floor protects them. The first Vong attacks, and Corran kills him with a trick extension of his dual-phase lightsaber. The second Vong and Corran battle fiercely, with both being brought to near death—the Vong by a terrible leg wound, and Corran through venom from the Vong's amphistaff. During the battle, Corran had slashed a whole in the floor near the Vong, though, and he uses the Force to bring slashrats who kill the Vong, as he fades from consciousness. Back on Dantooine, the Jedi and military forces decimate the legions coming at them. When Luke goes with Elegos and uses the Force to turn a dovin bassal black hole back on the range, the range is destroyed and the slaves lose the cohesion that the range's mind control caused. The battle is easily won. As the refugees prepare to head for Agamar (since so many are dead, they now have enough supplies), the Vong interdictor-like ship arrives, but is turned away when the Ralroost *and* Corusca Fire *(the former having left for aid and the latter having come since the captain is Agamarian) arrive and attack the vessel. The day is won at a high cost, but now the Senate will never be able to refute the evidence of the impending threat. Later, on Coruscant, Chief of State Borsk Fey'lya tries to prevent the Vong threat from getting recognition in order to keep his own control over the New Republic from receiving any blame for an impending war, but when Gavin, Leia, and Traest threaten Borsk with causing a mutiny and secession that would create a new entity under Leia's control to stop the Vong, Borsk relents and agrees to let all of the evidence be released to the Senate and the public. When he goes back to his office, Gavin is met by retired Wedge Antilles and Tycho Celchu, who offer whatever help they can. Elsewhere, Luke, Mirax Horn, and Ganner await while Corran recovers. Ganner had used telekinesis to take him from the Vong base. Mirax says she will help discover who is behind the theft of Jedi artifacts from the Bimmiel site (the original reason the Agamarians were there), while Corran hopes that the Senate will see the reality of the threat they face. On Bimmiel, Shedao Shai arrives and observes the scene of his kinsmen's deaths and acknowledges the desecration of his grandfather's body by the Agamarians. He discovers a bit of Corran's blood and the fact that he is a Jedi who has murdered other members of Domain Shai. Shedao vows revenge on Corran Horn . . .*

(***Onslaught***)

- *Leia Organa Solo notes in her journals how the Bothans' true nature is becoming clearer to her now that the common enemy of the Empire is no longer present.*

  (conjecture based on *The Essential Guide to Alien Species*)
- *Garqi, renowned as one of the most beautiful worlds in the New Republic, falls to the Yuuzhan Vong.*

  (conjecture based on *Ruin*)
- *Imsatad joins the Peace Brigade, a group of galactic residents who believe the Yuuzhan Vong will win the war and wish to be on the winning side.*

  (conjecture based on *Conquest*)
- *In the wake of Shedao Shai's vow fo vengeance on Corran Horn, the New Republic continues preparing for the next major confrontations of the Yuuzhan Vong War.**

  (***Siege***)*

***NOTE: Consider this just a curiosity. The story was cancelled and will never see the light of day. (Actually, the trilogy was cut to two books, and this is the title that was cut.) Thanks to Andrew Gordon's research into these lost stories, though, we can at least pay it tribute here.**

- *As Commander Shedao Domain Shai and his second, Deign Doman Lian, prepare further Yuuzhan Vong assaults against the New Republic, the New Republic plans its defense. Han Solo still revels in his misery over Chewbacca's death, but Leia*

Organa Solo engages in discussions with Traest Kre'fey, Elegos A'Kla, Borsk Fey'lya, and Wedge Antilles. They deal with the problems of refugees coming coreward, but also speculate on Yuuzhan Vong motives and actions, especially in regards to why they destroyed Sernpidal. Leia decides that she and Danni Quee, along with several Noghri (who have begun to join the fight against the Vong en masse with the deaths of Bolphur and his companions on Dantooine), will go on a mission to Bastion, capitol of the Imperial Remnant, to seek Imperial aid from Admiral Gilad Pellaeon, who now controls Imperial Space. At the same time, Elegos will travel to Dubrillion in an attempt at peace talks with the Vong. As for the Jedi, they have been essentially disavowed by the government in any actions against the Vong, but will still be around to help. Elsewhere, Luke Skywalker calls a meeting of all of the nearly 100 Jedi Knights. The division within their ranks is still swelling, especially with Kyp Durron's pro-active faction vying for a more violent Jedi attack against the Vong and Daeshara'cor, close friend of Miko Reglia, arguing against Luke as well. Luke hands out assignments. Corran Horn (now reinstated as a Colonel with Rogue Squadron), Jacen Solo, Ganner, and several Noghri will go to Garqi to scout out the Yuuzhan Vong activity on that held world. Jacen, still searching for his own future, agrees, but not without some inner doubts. As that mission begins, Luke and Anakin Solo discover that Daeshara'cor, who did not catch the ship she should have for her assignment, has been searching for information on superweapons, probably to use against the Vong in revenge for Miko's death. While searching for her in the nearby spaceport, they meet Chalco, an information trader, whom Luke takes on as a helper in searching for Daeshara'cor. Checking the possible destinations for the ship she did *depart on leads them (Chalco, Luke, Anakin, Mirax Terrik Horn, and Mara) on a mission to Vortex. On Dubrillion, Shedao Shai welcomes Elegos and begins an exchange of cultural information. At Garqi, the insertion team launches in the* Lost Hope *toward Garqi. Vong ships engage Rogue Squadron, including Gavin Darklighter and Jaina Solo, and "drive them off," but not before the mission's goal is accomplished. The* Lost Hope *burns up in the atmosphere, releasing the smaller ship, the* Best Chance, *bearing the Jedi and Noghri to the surface. Jaina believes her brother is dead, but is later told by Gavin that he's alive, but also that keeping the secret was per orders and it helped show everyone that they are all in the war together. On Vortex, Luke and Mara speak with Qui Xux and learn that Daeshara'cor had tried to get information from her, but she had none. They intend to follow her to Garos IV, where she might be gathering information from the University of Garos. Leia and her group arrive at Bastion and meet with Pellaeon. After discussions, they determine that helping each other will be beneficial. When Pellaeon brings this up to the Council of Moffs, there are some detractors, but most of the Moffs, including Bastion's Ephin Sarreti (who grew up in the New Republic era) go along with the plan. On Garqi, the team meets up with the local resistance, including Rade Dromath. They are told of training exercises being carried out by the Vong. Apparently, they are testing ever-evolving variations of enhanced slave soldiers (mostly captured resistance fighters) against Vong and Chazrachs (the Vong's reptilian slaves) in a training area near the Garqi Xenobotanical Garden. The resistance, and their new Jedi and Noghri allies, will attack the next training mission, and take samples or, hopefully, prisoners into custody, to study upon return to the New Republic. On Dubrillion, Elegos continues to learn from Shedao Shai, while Shai's second, Deign Lian, continues to plot Shai's downfall and his own ascendance. At Garos IV, while Luke, R2-D2, and Mara check out the university, Chalco and Anakin, against Luke's wishes, search for Daeshara'cor in a seedy part of town. They discover where she is meeting a contact, but Anakin manages to get himself caught by the Twi'lek Jedi. She wants to trade Anakin for non-existent information to Luke, but Chalco arrives to save Anakin. While he does manage to get captured as well,*

Anakin is able to telekinetically knock Daeshara'cor out with Chalco's fallen blaster. On Garqi, the attack commences. The Jedi, Noghri, and resistance forces decimate (well, in a long gory battle) the Vong in the training area, but while they do manage to get away with their prizes, many die on both sides (including Vong leader Krag Val), and Ganner's face is slashed. They escape through the garden, where pollen from bafforr trees causes the living armor of the Vong warriors to have an allergic reaction and kill the warriors. They take a sample of the pollen and then destroy the trees and chunks of the garden to hide what they know. Back at the Best Chance*, the team prepares to leave, and Ganner has the Noghri seal his face wound in a way that leaves a scar—a reminder that the old, pompous, self-assured Ganner died on Garqi, and a new, more sensible one has taken his place. They escape the surface in the little ship, and exit the atmosphere to find the* Ralroost *and other New Republic vessels battling Vong forces led by Lian. The New Republic ships are nearly defeated, but Pellaeon arrives with Star Destroyers to help their retreat. Taking out most of the coralskippers is a new type of TIE starfighter from a squadron that identifies itself as a Chiss House phalanx, led by none other than General Baron Soontir Fel's son, Wedge's nephew, Jagged Fel. As Shai and his Vong warriors attempt to determine the reason for the burning of the garden areas, the New Republic prepares to make a stand on Ithor, the only place where the bafforr trees are indigenous. On Ithor, an introduction ceremony is held, in which the heroes on both sides, New Republic and Imperial, are introduced. The Jedi are noticeably divided, and when Jagged Fel skips the politicians and only bows to the true warriors, Fey'lya accuses him of anti-alien prejudice. This results in a great "you see only what you want to see" speech by Jag toward Fey'lya, pointing out how wrong he is. The speech also serves to make Jaina start falling for Jag. Relal Tawron, the reigning Ithorian, holds a ceremony with the Jedi who will be allowed to battle on Ithor's surface and in the herdships, while the population if Ithor is evacuated. Each Jedi must give up something holding them back from being at one with nature. Ganner gives up pride. Luke gives up some responsibility. Anakin gives up being right all the time. Jacen gives up uncertainty about his future and finally comes to some peace. In Vong territory, the Vong discover the pollen and prepare to attack Ithor. A short time later, Elegos' shuttle, refit with Vong biotech, arrives at Ithor. The New Republic forces take it in, and Wedge and Corran enter. They see a villip give them a hopeful message of possible peace from Elegos, but upon opening a large container, find Elegos' body, stripped of flesh and prepared as a Yuuzhan Vong warrior is prepared at death. Another villip gives a message from Shedao Shai to Corran—that Corran* will *return the bones of Mongei Shai and that the Vong are coming. Corran comes up with a plan. Upon the Vong arrival, he will challenge Shai to a battle. Until the battle, a truce will be in effect. If Corran wins the battle, the Vong leave Ithor. If Shai wins, he takes Ithor and Mongei Shai's body. Now they just have to speak with Shai. The Vong battle force arrives and the New Republic and Imperial forces, led by Pellaeon, engages them. Jaina's wingmate, Anni Capstan, is killed in the space battle. Aboard the Tafanda Bay, the Jedi hold off Vong arrivals. In a running battle, Daeshara'cor, who gave up her need for revenge in the ceremony, is mortally wounded while Anakin is trying to save her. In the forests of Ithor, Vong, led by Shai, arrive and find a mechanical base with mechanical blasters guarding it. Seeing this as a supreme insult, the Vong attack the base in rage, only to have it explode, killing many of them. Corran, along with a group of Jedi on speeder bikes, arrives attacks. Through a villip, Corran gives Shai the terms of the duel and truce. Shai agrees. Later, after seeing Fey'lya's rage over the arrangement, which he knew nothing about, Corran resigns his commission yet again. When it is suggested that if he loses, the Jedi will take the blame and be even more vilified in the eyes of the public, Corran suggests that maybe he should also be*

disavowed from the Jedi. Elsewhere, Anakin speaks with the dying Daeshara'cor, who tells him as she dies that neither she nor Chewbacca blame him, and that they both will have died serving life, which is what they desired to do. Anakin finds a little bit more peace. Soon, the duel commences. With Luke and Lian looking on, Corran and Shai duel fiercely. Corran takes a near fatal wound to the stomach, but comes back with more force, and even some apparent Dark Side-born vengeance, though he'd said this was about protecting Ithor, not avenging Elegos. He manages to get Shai off-guard when he deactivates his lightsaber and sends Shai's staff into the dirt. Corran then puts his unignited lightsaber to Shai's stomach and waits just long enough for Shai to realize he is about to die before igniting it and sending the blade through Shai's body and out his mouth. Shai is dead, and Ithor is to be turned over to the galaxy's native species. The peace is short-lived, though. Lian, disregarding the bargain, returns to the Legacy of Torment *and launches a bioweapon at Ithor. As the abandoned world is hit by an immense bacterial agent, the world's gas levels, especially oxygen, rise in the atmosphere. As Lian speaks with his true master, Warmaster Tsavong Lah, the New Republic Interdictor cruiser* Corusca Rainbow*, creates a gravity well around the already expanding planetary gravity well, thus trying to lock the* Legacy of Torment *in the area to be attacked. As the Vong vessel uses all of its dovin bassals to fight the pull toward the doomed planet, it is undefended from weapons fire, and the New Republic and Imperial forces blow the ship and Lian aboard out of the sky. A flaming bit of wreckage hits Ithor's atmosphere and ignites the entire planet into a ball of flame. When all is said and done, Ithor is no more. The Imperials head back to Imperial Space, but will remain in touch and ready to help if possible. The Jedi are being blamed for Ithor's destruction, but it mostly falls on the head of Corran, who is being vilified in the mass media in every way imaginable (including the accusation that he should've know that the Vong would incinerate the planet since Shai's remains were on it and they cremate their dead bodies—information supposedly from a journal Elegos kept while in the Vong territory on a datapad, a moronic false product since Elegos kept no journal and even if he'd had a datapad, the Vong would've destroyed it). Corran is public relations enemy number one, so to speak, and he realizes part of his actions against Shai were questionable. As a result, he sees no other option but to leave the Jedi proper and the New Republic's war as a whole. He will go to Corellia, where he has been granted a safe haven, and when the time is right, if the New Republic calls on him to help fight the Vong again, perhaps he will return.*

(***Ruin***)

- *In the wake of Shedao Domain Shai, Yuuzhan Vong Commander Tla takes over command of the Yuuzhan Vong forces.*

  (conjecture based on *Hero's Trial*)
- *Mara Jade Skywalker goes to see Dr. Oolos about her disease, but no progress is made.*

  (conjecture based on *Hero's Trial*)
- *The Yuuzhan Vong attack and conquer Obroa-Skai.*

  (conjecture based on *Hero's Trial*)
- *Thrackan Sal-Solo is released from prison to help restart Centerpoint Station for use against the Yuuzhan Vong.*

  (conjecture based on *Jedi Eclipse*)
- *Atzerri falls to the Yuuzhan Vong.*

  (conjecture based on *Hero's Trial*)
- *During his elevation to Warmaster, Tsavong Lah is seeded with coral armor seeds proclaiming his rank.*

  (conjecture based on *Balance Point* via *TimeTales*, verbatim)

- *Six months since Chewbacca's death on Sernpidal, the Yuuzhan Vong invasion continues. Even with new conscription laws, increased warship production, and technological changes made to weapons and sensor systems based on previous Vong attacks, the New Republic is being pounded by the day. The Vong priest Harrar and priestess Elan (with her familiar, the former Jedi Knight Vergere, last seen on Zonama Sekot 54 years ago) have arrived to work with Executor Nom Anor and Commander Tla in conquering the galaxy. This could be Nom Anor's last chance to impress Warmaster Tsavong Lah, so he must be cautious. As they prepare for the execution of prisoners from Obroa-Skai, they learn a bit about the Jedi Order's beliefs and the concept of the Force, which is foreign to them. From this knowledge, they decide that to defeat the galaxy's inhabitants, they must demoralize them, and what better way to do so than to strike at the heart of their hopes and dreams, the Jedi Knights. On Kashyyyk, funeral services are held for Chewbacca. After the ceremony, Lumpawarro (Waroo) and Lowbacca (Lowie) pledge to carry on Chewbacca's life debt to Han. This is too much for the grieving Han, and he begs for time to heal on his own. Despondent, Han refuses to leave on the* Millennium Falcon*, sending Jaina and Leia back to Coruscant without him. He'll find his own way offworld. Back at the Yuuzhan Vong fleet, Nom Anor has devised a plan to strike at the Jedi, which will require the deceptive talents of Priestess Elan. They intend to make it appear that Elan and Vergere are defecting, all the while having Elan hold bo'tous spores (yes, the toxin that poisoned Mara and turns into those funny little insects) in her body for a 4-breath release when in the presence of the target Jedi Knights. Later, on Coruscant, as the Senate debates the military's actions against the Yuuzhan Vong, Luke and Mara Skywalker discuss her illness, which has just kicked back into high gear. Mara has recently visited Dr. Oolos to no avail, and the two hope against hope for a cure soon. In the Meridian Sector, the New Republic vessel* Steadfast *comes head to head with a Yuuzhan Vong vessel, but instead of a full-fledged New Republic – Yuuzhan Vong battle, they are instead witness to the escape of a pod containing two beings from the Vong before driving the Vong off. The passengers are Elan and Vergere. (No one seems to recognize Vergere's species, probably because they were exterminated by the Empire at some point.) On Coruscant, the newly arrived Han deals with his pain, somewhat, by touring the* Falcon*. Afterward, he runs into his old friend and mentor, Roa, who tells him that their old compatriot, Reck Desh, seems to have turned traitor to the galaxy and is leading his "Peace Brigade" in anti-Jedi, anti-New Republic activities on behalf of the Yuuzhan Vong. Roa, whose wife died in a Yuuzhan Vong attack, wishes to have Han by his side in tracking down Reck. Han agrees, but they'll take Roa's* Happy Dagger*, not the* Millennium Falcon*, which, to Han, is now a ghost ship. Elsewhere, on Kuat, New Republic military and intelligence leaders discuss the Vong crisis with little progress . . . until they receive word of the defection in the Meridian Sector. Han goes to gather things for his trip, and learns that Leia is on her way to Ord Mantell soon to help refugees. Han refuses to answer questions about his mission, widening the growing gap between husband and wife. On Nim Drovis, Major Showalter arrives to inspect the defectors. He learns that Elan has asked to see the Jedi Knights, and that she will give the Jedi information about the spore-borne illness that took so many lives (and now threatens Mara). As Han prepares to depart from Coruscant, Anakin arrives and says goodbye to his father in a strained moment. He gives Han a special multitool that Chewbacca had made for him, since he thinks his father should have it. He doesn't refuse, but after this and Chewie's family giving him a hand-made bowcaster Chewie had made, it seems to be getting to him. As the defectors are moved to Wayland, Commander Tla sends an assassin to kill Elan and Vergere upon arrival. Of course, as planned, the assassin fails, but makes the New Republic believe far more in Elan's value. In search of Reck Desh, Han (as "Roaky Laamu") and Roa*

head for the Jubilee Wheel *orbiting Ord Mantell, knowing Leia will be on the world below. In a bar, they are approached by a group of Ryn, who ask for passage to Rhinnal, but Han refuses. They meet informant Fasgo and hope to use him to meet the local crimelord, Boss B, but before they can do so, they are accosted by Bossk, who has recognized Han. The ensuing bar fight lands them all in prison. At the New Republic Intelligence outpost, Luke Skywalker meets with Belindi Kalenda, Showalter, and others. Luke agrees that he should meet with Elan, who is being transferred to Myrkr. He also learns that Elan has provided the name of the Vong's next target—Ord Mantell. C-3PO relays this information to Leia as she gets little support for her refugee relocation plans. On the* Jubilee Wheel*, Han, Fasgo, and Roa are released from prison by Boss B . . . Big Bunji! Bunji wanted to speak with Han again, and has helped them in memory of Chewbacca. They don't have time to discuss much more, as the Vong attack Ord Mantell and the* Wheel*. In the attack, Roa and Fasgo are sucked into a Vong vessel, but Han is saved by the Ryn he spoke to before, Droma. They get to a shuttle and manage to escape from the station as the New Republic force defeats the Vong. (Of course, just like when Elan and Vergere defected, it is a false defeat, as the Vong were merely trying to make Elan credible.) On Kuat, Reck Desh speaks with a New Republic Intelligence officer (whose identity is unknown), who seems to be wanting to ingratiate himself with the Vong, since they look to be the winners of the war down the road. He provides Reck with the route by which Elan is being transferred to Bilbringi. Reck hopes to use this information to recapture Elan and make his Vong overseers proud, but is oblivious to the covert nature of Elan's so-called "defection." On Ord Mantell, Han and Leia are reunited, but he is determined to go after Reck Desh and somehow save Roa and Fasgo. Leia tells him, in so many words, that he shouldn't bother coming home until he's worked through his issues. Han leaves and is soon approached by an aide of Big Bunji. For helping save Bunji's ship during the Battle of Ord Mantell, Bunji wants Han to know that the Peace Brigade seems to be gearing up for a Bilbringi mission. Han has C-3PO secretly arrange for passage to Bilbringi for him aboard the* Queen of Empire*, which has seen better days. Unbeknownst to Han, other passengers include Showolter, Vergere, and a ooglith masquer-covered Elan, en route to Bilbringi. Aboard, Han runs into the Ryn again and learns that his name is Droma. They discuss various things, including the fortune telling properties of sabacc cards and origins of the game. Elsewhere, the NRI team has been dispatched by Peace Brigade troops, and a wounded Showolter has had to go on the run with the defectors, looking for other operatives. Mistaking Han for an operative, he turns over the defectors to the care of Han and his "partner," Droma, just as the Peace Brigade begins to take over the ship via their corvette. Moments later, a Vong ship arrives, commanded by Nom Anor, to keep the Peace Brigade from succeeding. Hearing about the battle, Leia, Luke, Mara, and company take the* Millennium Falcon *to save the* Queen of Empire*. As the* Falcon *arrives, a New Republic force engages the Vong, as Han, Droma, Elan, and Vergere are captured by Reck Desh and his forces. The Peace Brigade group takes the defectors to their shuttle, while Han is pushed down a lift tube, only being saved by grabbing Droma's tail. As the* Falcon *docks aboard the* Queen*, Han and Droma bypass Leia, Luke, and the others, taking the* Falcon *after Reck's shuttle, which can now escape, thanks to the New Republic destroying the dovin basal that was trying to keep the Peace Brigade from escaping. The shuttle is stopped in mid-flight, and Han boards, only to find that the crew is dead (from Elan's toxin). He finds the two "defectors," and they escape, but Han realizes that the Vong don't* want *the "defectors" back. After a flash of inspiration (which he will later realize was Chewbacca warning him through the Force), he also realizes that Elan must've somehow infected the crew and killed them, since her comment that the toxin doesn't effect Yuuzhan Vong wouldn't account for the dead Yuuzhan Vong pilot on*

the shuttle. Han tries to seal Vergere and Elan in an escape pod to send them back to the Vong, but Elan traps herself and Han in the pod, with Vergere outside. Elan looses her toxin, but Han uses the multitool's breather to save his life, as Elan succumbs to her own spores. When Droma frees Han from the pod, Vergere gives them a bulb full of her tears, thanks them for giving her a chance to return home, and escapes in the pod. Later, on Coruscant, Dif Scaur, the head of NRI, debriefs Belindi Kalenda and others, and determines that somewhere in NRI is a mole (the one who gave the info to Reck). Elsewhere, Mara ingests Vergere's tears and finds her disease going into remission. Perhaps Vergere wasn't truly loyal to the Vong after all, but to her Jedi training from so long ago. Han makes amends with Anakin as best he can, but informs Leia that he is leaving again to find Roa, Fasgo, and Droma's kin. The rift between them is widening. Elsewhere, the Vong recall Harrar and Tla to the Outer Rim, placing Malik Carr in charge of the fleet, while Nom Anor prepares to institute a new plan of attack, utilizing resources from the Vong's new allies—the Hutts.

(***Hero's Trial***)

- *Han and Droma create a disturbance on Vortex while searching for Droma's clanmates, forcing the local governor to renege on his promise to accept any refugees.*

  (conjecture based on *Jedi Eclipse* via *TimeTales*, verbatim)
- *Protests in the Corellian Sector intensify when the New Republic withdraws its forces from the area, leaving it strangely defenseless.*

  (conjecture based on *Jedi Eclipse* via *TimeTales*, verbatim)
- *Communication and supply lines to Mon Calamari are cut off.*

  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *Viqi Shesh is appointed as the ninth member of the New Republic Advisory Council to Chief of State Borsk Fey'lya.*

  (conjecture based on *Jedi Eclipse* via *TimeTales*, verbatim)
- *Two of the New Republic's most valuable assets in the war, the Jedi Knights and New Republic Intelligence, begin taking extra precautions in protecting themselves. The Jedi remain on Yavin IV, but Master Luke Skywalker rushes them through extra training and then practical application in Fallanassi illusion techniques to hide them from prying Yuuzhan Vong eyes. On Coruscant, New Republic Intelligence moves its headquarters into Dometown, where they believe they will be safe, even if Coruscant itself is attacked.*

  (conjecture based on *Jedi Eclipse*)
- *Eight months after the death of Chewbacca, one month after Han Solo and Droma set out from Coruscant to find Droma's clanmates, the battle against the Yuuzhan Vong continues. On Gyndine, citizens and refugees from previous Vong attacks panic as the Vong attack Gyndine. Leia Organa Solo and Wurth Skidder, among others, help to get as many people to transports to evacuate as possible. At the last moment, Wurth helps save part of a family, and Leia brings several Ryn aboard, but is forced to leave six behind. Wurth remains behind to let himself be captured by the Vong, hoping to gather intelligence for the war effort. As they escape in a transport, Leia speaks with the Ryn, discovering that they are clanmates of Droma. She informs them of Droma's safety, and hopes those left on Gyndine will be alright, not knowing that they have already been taken captive. Elsewhere, Han Solo and Droma, in a newly painted (black this time)* Millennium Falcon*, continue their quest to find Droma's clanmates, Roa, and Fasgo. They head for Sriluur for clues. On Coruscant, Commodore Brand, Admiral Sien Sovv, and other high-ranking members of the New Republic Defense Force discuss strategy. They know that by taking Gyndine, the Vong are primed for an assault at one of several major targets, the two most probable of which are Bothawui and Corellia. They have developed a two-part plan. The first part calls for Leia going to the Hapes Consortium to ask for aid in the war, while the second*

involves luring the Yuuzhan Vong to attack the Corellian system, where they can be wiped out by Centerpoint Station, which they hope to reactivate with the help of Anakin Solo. To get the plan approved, they need to win a vote in the Advisory Council. They know of a definite four to four split among eight of the nine members. Viqi Shesh is an unknown quantity, and they hope to win her to their side. On Nal Hutta, Borga Besadii Diori, the reigning Hutt, meets with Vong Commander Malik Carr and a man she believes to be a New Republic defector, Pedric Cuf (who is, in actuality, Nom Anor in a ooglith masquer). Carr is there as an emissary for Supreme Commander Nas Choka, who is in turn under Supreme Overlord Shimrra, who is in turn a subordinate of Warmaster Tsavong Lah (got all that?). As part of their negotiations and alliance, Borga asks to be notified of impending attacks, so she can stop her precious spice-running to target systems and save her business. The Vong realize that this would make it very easy for the Hutts to betray their plans to the New Republic, but go along with it, telling her to avoid Bothawui, Corellia, and Tynna. The Hutts send along the warning to their couriers, which, of course, will easily tip off the New Republic. En route to a refugee relocation area on Ruan, Leia is contacted by Han, whom she tells of the Hapes mission, the plan to rearm Centerpoint, and the location of Droma's clanmates. Han decides to go to Ruan to link up with the Ryn Leia is taking there after their run to Sriluur is over. Aboard the Vong vessel Creche*, the vessel commander, Chine-kal, introduces his captives, including the Ryn, Wurth, Roa, and Fasgo, to a maturing yammosk, with whom they will be forced to bond to help the yammosk mature. On Yavin IV, as Jacen Solo and Anakin argue over the merits of using Centerpoint again, Luke Skywalker speaks with Talon Karrde. Karrde has become aware of the stopping of spice shipments, and he wants Luke to send a couple of Jedi with him to discover which of the planets will be attacked, which they can then reveal to New Republic Intelligence. Kyp Durron and Ganner Rhysode agree to join Talon in his mission. On Ruan, Melisma, Gaph, and the other Ryn are welcomed to the refuge camp, but it is amazingly unaccommodating. Salliche Ag seems to be using the place as a way to get cheap indentured servants for working in the fields, to replace the droids they are slowly taking out of the fields as a way to later give them over to the Vong as a peace offering. On the* Creche*, Wurth, going by the name Keyn and pretending not to be a Jedi, is picked by the yammosk for bonding. Wurth hopes that through this, he can glean Vong plans from the creature and implant seditious thoughts into it. On Hapes, Leia meets with Ta'Chuume, Prince Isolder, Teneniel Djo, and Tenel Ka. She pleads the New Republic's case, and the opinion among the delegates assembled is highly divided. One in particular, Archon Thane makes a point of offending Leia, thus prompting an honor duel (i.e. death match) between he and Isolder. To up the stakes, they determine that if Isolder loses, he withdraws support from Leia. If Isolder wins, though, Thane must support the Consortium helping the Republic. The match takes place, with Isolder winning. When the vote is finally called, Thane's is the deciding vote—in favor of joining in the war. On Coruscant, Viqi Shesh is approached by Commodore Brand. She agrees to vote for them, and also to speak with a representative of the Hutts to possibly solidify their counter-intelligence arrangement formally. On Ryloth, Kyp, Karrde, and Ganner confirm, via Crev Bombassa, that the Hutts have been warned off, which helps validate the idea of Hutts trying to warn the New Republic. Aboard the* Creche*, Hutt representative Randa is shown around the ship, and takes an interest in the Ryn. On Ruan, the Ryn hook up with a group of men who are running refugees from Ruan to Abregado-rae. The Ryn are allowed to join them, so long as they help forge transit documents. (The men are actually working for the Vong, taking refugees from camps into new target worlds to destroy morale.) On Coruscant, Shesh meets with Golga the Hutt, solidifying the New Republic and Hutts' information sharing by providing a hint of the plan for*

Corellia. Aboard the Creche*, Wurth convinces the Ryn to help make Randa think the Vong are going to kill the Hutt contingent, while he hopes to convince the yammosk that the Hutts are planning mutiny, so that they can incite armed conflict and have a mutiny of their own. Unfortunately, only half the plan works. The yammosk recognizes Wurth as a Jedi, based on the yammosk's progenitor's contact with Miko Reglia. Wurth is taken into firmer custody as a gift for Tsavong Lah. At Tynna, the Vong attack, helping to convince the New Republic that their ruse is working and that they really have figured out the Vong plan. Belindi Kalenda and Major Showalter observe from afar to confirm their intelligence, all the while ignorant of the fact that the Vong know they are there and are supplying misinformation through the attack. On Coruscant, the Advisory Council grudgingly approves the Defense Force's plan for the Corellia battle, based on the new information. Their plan is to use Centerpoint to trap the Vong fleet in the Corellian system, then use fleets at Bothawui, Raltiir, and Kuat, armed with hyperspace momentum devices to beat the catch of Centerpoint, to enter and destroy the Vong. On Hapes, with the vote concluded, Leia has a flash of terrible events in the future, stemming from the agreement. She informs Isolder, but he calms her. On Ruan, Han and Droma arrive, but discover that the Ryn have already left aboard the* Trevee*. Instead, Droma is captured as part of a supposed Ryn forgery ring. Han soon meets Baffle, a droid that looks a lot like Bollux, a droid who offers to help him free Droma if he helps deactivate a droid deactivation device in the same building, which will allow the droids on Ruan to stage a protest for their rights. At about the same time that Nos Choka tells Borga to resume shipments to Bothawui (confirming Corellia as the target, it seems), Han infiltrates the Salliche Ag building as an inspector. He brings Droma to him as an "unsanitary Ryn" and the two make their escape, disabling the droid controller in the process. They escape in a speeder along a waterway, but find themselves nearly drowning when Salliche Ag activates the weather controls and makes it rain immensely. They are saved by Baffle, who tells them that the Ryn have left and are heading for Fondor, not Abregado-rae, and that the droid protest will commence soon. On Nal Hutta, Borga learns from Randa (via communiqué) that there is a Jedi aboard the* Creche*. Borga tells Crev Bombassa, who is then to tell Talon Karrde. Aboard the* Creche*, Wurth is tortured and interrogated in front of Randa, but when Chine-kal leaves the room, Randa pleads with Wurth to help him escape, owing to Wurth's planted suggestion of danger through the Ryn. Elsewhere, Karrde and Shada D'ukal join with Kyp's Dozen (no longer the "Dozen-and-Two Avengers") to go on a mission to rescue Wurth from the* Creche*. On Drall, Jacen and Anakin have arrived and are preparing to go to Centerpoint with Marcha and Ebrihim (remember them?). They worry that the New Republic's refusal to send a fleet, but to use Centerpoint as a New Republic toy, will incite the system to try to rise for independence again, but go anyway. Aboard Centerpoint, they are surprised to meet Thrackan Sal-Solo, the man who had tried to gain independence for the Corellian System eight years before through a terrorist plot using Centerpoint. They learn that the station can be used for defense, but not offense due to not being aligned anymore. To align it, or to use it for defense, would require it being first activated by the being it imprinted on eight years ago—Anakin. At the staging point for the planned Battle of Corellia, the New Republic and Hapan forces are ready for battle, but Leia still has terrible misgivings. At Kalarba, the Dozen intercepts the* Creche *and attack, trying to free Wurth. Scared, Chine-kal orders them to jump prematurely to the true Yuuzhan Vong target—not Corellia, but Fondor. Learning of this, Nos Choka orders the attack on Fondor to begin early. At Fondor, the Ryn have been dumped off on a construction platform, and left by the crew of the* Trevee*. The* Falcon *arrives as Han and Droma chase the fleeing ship, hoping to force them to reveal the location of the refugees, but don't get far, as they find themselves*

heading dead-on toward the arriving Vong fleet. The Battle of Fondor begins, with the Creche *arriving and the* Falcon *looking for refugees and the* Trevee*, while Kyp leads the Dozen in infiltrating the* Creche*. At Bothawui, Brand, Leia, and Isolder learn of the terrible tactical error they have made. The battle will not be at Corellia, and all routes to Fondor from Bothawui have been mined with dovin bassals. Their only hope is for the Hapans to jump from their staging point into the fray. Leia tries to stop them, but Brand and Isolder overrule her. At Fondor, Han and Droma capture the* Trevee *and Droma takes the ship to gather the refugees just in time, with Han providing cover. Aboard the* Creche*, the Dozen find Wurth, but he is dying and wants to stay behind to die. They rescue the other captives, along with Randa, and make their escape. Aboard Centerpoint Station, Anakin has activated the station, which has realigned for both defensive and offensive action. Jacen tries to convince Anakin that he should not use it for attack. Anakin can sense the perfect way to fire the weapon to kill foe, but save their allies, but the moral dilemma leads him to step down without firing. At Fondor, the Hapan fleet begins to emerge for engagement. Aboard Centerpoint, Thrackan Sal-Solo, disgusted with Anakin, leaps to the control panel and fires. At Fondor, the blast from Centerpoint Station wipes out half the Vong fleet and almost all of the Hapan vessels. The Vong go into retreat, but the Hapans are decimated. The New Republic has won the day at terrible cost. As events wind down (as much as they can during this war), Marcha is asked to step down, Sal-Solo becomes a hero for his use of Centerpoint, Anakin and Jacen's rift grows (since Anakin could've fired without Hapan deaths), Han reunites with Roa and mourns Fasgo, Droma reunites with his family, and Leia and Han continue to grow apart, despite all they have shared. And in the shadows of the New Republic, Senator Viqi Shesh, who has been working both sides, and was the one who provide Elan's location to the Peace Brigade earlier, is approached by Pedric Cuf (Nom Anor). She will be more than happy to do business with the Yuuzhan Vong . . .*

(***Jedi Eclipse***)

- *Thanks to Thrackan Sal-Solo's forceful use of Centerpoint Station, the Station experiences a malfunction which cripples it, though the Yuuzhan Vong still believe it to be operable.*

  (conjecture based on *Balance Point*)
- *The surviving portion of the Hapan fleet limps back to the Hapes Cluster.*

  (conjecture based on *Balance Point*)
- *Owing to her involvement in the discovery of misinformation leading to the Fondor disaster (at no fault of her own), Balendi Kalenda is demoted to Lieutenant Colonel.*

  (conjecture based on *Balance Point*)
- *Admiral Sien Sovv of the New Republic Defense Force is faced with a Senate vote of no confidence after the Centerpoint fiasco. He barely survives the ouster attempt.*

  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *C-3PO learns of Han Solo's actions on Ruan and how he is being revered as a savior to the droid movement on the world.*

  (conjecture based on *Balance Point*)
- *The New Republic and SELCORE work to set up refugee bases on the industrially-ravaged Duro. In return for being able to relocate to Duro, refugees will help in surface reclamation projects, allowing the Duros currently working on the projects to return to their homes in the orbiting cities. Seeking to stay busy, but to stay away from major affairs, Han Solo takes Droma with him to Duro to help manage Settlement 32. Seeking a way to do good without having to use his Jedi abilities, which he has grown even more wary of in the wake of the Fondor debacle, Jacen Solo tracks his father to Duro and joins in helping manage the Settlement.*

(conjecture based on *Balance Point*)

- *Jedi Cilghal takes Tekli as her apprentice.*
  (conjecture based on *Balance Point*)
- *The Yuuzhan Vong retaliate against Hutt Space for their betrayal before the Battle of Fondor. As the battle reaches Nal Hutta, Jedi Knights Lowbacca and Tinian I'att make it off the world, while Jedi Daye Azur-Jamin remains to relay information out of Hutt Space.*
  (conjecture based on *Balance Point*)
- *Lando Calrissian gives (or sells?) a luxury yacht to Mara Jade Skywalker. The heavily modified yacht can carry an X-wing, and has various additions, including hidden cannons. Recently arrived from Sacorro, Lando's wife, Tendra, suggests the name* Jade Shadow *for the ship.*
  (conjecture based on *Balance Point*)
- *Having returned to Coruscant from Yavin IV, Luke Skywalker begins to hold secluded meetings with several trusted Jedi. These include (at least) Mara Jade Skywalker, Anakin Solo, Cilghal, Cilghal's Apprentice Tekli, Colonel Kenth Hamner, and Ulaha Kore. They discuss important issues and strategy, but Luke is hesitant to use the term "Jedi Council," as they are not nearly up to the tasks or stature of the Jedi Council of Old Republic times.*
  (conjecture based on *Balance Point*)
- *As the Jedi lose contact with Daye Azur-Jamin in Hutt Space, Jedi Knights Tenel Ka and Jovan Drark set themselves up on Bilbringi to hunt out possible Yuuzhan Vong infiltrators, as does Markre Medjev, who was doing research on Bothawui.*
  (conjecture based on *Balance Point*)
- *Jedi Knight Tresina Lobi and her apprentice, Thrynni Vae, discover that shipments of supplies meant for SELCORE operations on Duro have been being intercepted by SELCORE's contractor, CorDuro Shipping, and diverted, either to be resold to other refugees or to bulk up supplies and modifications on the orbital city Urrdorf. Shortly after discovering this operation, Thrynni Vae vanishes. Tresina begins searching for her apprentice, finally leaving the capital city of Bburru to seek Luke Skywalker for help.*
  (conjecture based on *Balance Point*)
- *Near Dometown, Jedi Apprentice Tekli overhears a "human" in the Leafy Green talking about things he would eat if he* were *human. She realizes this might be a Yuuzhan Vong using an Oogligh Masquer and makes a note to bring this up the next time the de facto Jedi Council meets.*
  (conjecture based on *Balance Point*)
- *Kyp Durron and the Dozen manage to hold off Yuuzhan Vong forces at Kubindi long enough for all spaceworthy evacuation vessels to make it away from the world before the Vong make it their next conquest.*
  (conjecture based on *Balance Point*)
- *The Fifth Fleet withdraws to protect the cut-off world of Bothawui.*
  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *Randa Besadii Diori defects to the New Republic. Becoming a refugee, the Hutt is sent to Duro.*
  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *New officers emerge in the New Republic military. The surviving shipyards go on full alert.*
  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *Jaina Solo is promoted to the rank of Lieutenant.*
  (conjecture based on *Balance Point* via *TimeTales*, verbatim)
- *Stress illnesses begin to become more commonplace.*
  (conjecture based on *Balance Point* via *TimeTales*, paraphrased)
- *Druckenwell and Falleen are taken by the Yuuzhan Vong.*
  (conjecture based on *Balance Point*)

The Essential Chronology (essential guide: Kevin J. Anderson & Daniel Wallace)

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- Introduction for Students of History
- Note on Dating Conventions
- Part I: Tales fo the Ancient Jedi Knights
  - Emergence of the Sith
    - The Golden Age of the Sith (5000 B.B.Y.)
    - The Great Hyperspace War (5000 B.B.Y.)
  - Legacy of the Sith
    - The Shadow of Freedon Nadd (4400 B.B.Y.)
    - Trials of the Jedi (4000 B.B.Y.)
    - The Naddist Revolt (3998 B.B.Y.)
    - The Coming Ruin (3997 B.B.Y.)
    - The Sith War (3996 B.B.Y.)
    - The Devastation of Ossus (3996 B.B.Y.)
    - The Redemption of Ulic Qel-Droma (3986 B.B.Y.)
    - Repercussions through the Republic (4000 – 3000 B.B.Y.)
    - The New Sith (2000 – 1000 B.B.Y.)
    - Jedi Valiancy (600 – 400 B.B.Y.)
- Part II: The Empire and the New Order
  - Birth of the Empire (approx. 50 – 18 B.B.Y.)
  - Dawn of Dissent (approx. 18 – 0 B.B.Y.)
- Part III: Profiles in History
  - Han Solo
    - Ylesia (10 B.B.Y.)
    - The Academy (10 – 5 B.B.Y.)
    - The Life of a Smuggler (5 – 2 B.B.Y.)
    - Corporate Sector Blues (2 – 1 B.B.Y.)
    - Destitute in the Tion (1 – 0 B.B.Y.)
    - Return to Ylesia (0 B.B.Y., months before the Battle of Yavin)
    - The Last Spice Run (0 B.B.Y., immediately prior to the Battle of Yavin)
  - Lando Calrissian
    - The Sharu Awaken (4 B.B.Y.)
    - The Battle of Nar Shaddaa (3 B.B.Y.)
    - Back to the Oseon (3 B.B.Y.)
    - Fortune Won, Fortune Lost (3 B.B.Y.)
    - To Save the ThonBoka (3 – 2.5 B.B.Y.)
    - Entrepreneurism (2.5 – 0 B.B.Y.)
    - “The Respectable One” (0 – 3 B.B.Y.)
  - The Skywalkers

The Crystal (G5 short story: Elaine Cunningham)

The Crystal (G5 short story: Elaine Cunningham)

The New Jedi Order (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning & Greg Keyes & Matthew Woodring Stover & Elaine Cunningham & Walter Jon Williams & Sean Williams & Shane Dix)

The Hatred Vector (cancelled comic series: Unknown)*
- The Hatred Vector, Part I (cancelled comic: Unknown)*
- The Hatred Vector, Part II (cancelled comic: Unknown)*
- The Hatred Vector, Part III (cancelled comic: Unknown)*
- The Hatred Vector, Part IV (cancelled comic: Unknown)*

***NOTE: This comic series had been planned as a possible lead-up into the events of *Vector Prime*’s invasion. It was cancelled, unfortunately. It may have been more or less than four issues, but four seems a good round number.**

Vector Prime (novel: R. A. Salvatore)
- Fraying Fabric
- Intergalactic Eyes
- The Role of Politics
- Seeds Planted
- The War Coordinator
- Take Me Far, Far Away
- Launch
- Layers
- The Honor of Dying
- Running the Belt
- Boom
- The Game, the Reality
- Minus Thirteen
- Closer, Closer
- Awaiting the Goddess's Arrival
- Worthy Opponent
- The Last Pose of Defiance
- Storm Brewing
- The Perfection of Teamwork
- Point of View
- False Serenity
- Turning it Back
- Into the Web
- One Trick to Play
- Connection and Coincidence
- Eulogy

Vector Prime Commercial (commercial: Del Rey)

Vector Prime Commercial (commercial: Del Rey)

Chewbacca [continued] (comic series: Darko Macan)
- Chewbacca, Part I [continued] (comic: Darko Macan)
  - Chapter 1: Mallatobuck [continued]
  - Chapter 2: Attichitcuk [continued]
- Chewbacca, Part II [continued] (comic: Darko Macan)
  - Chapter 3: Ssoh—"A Slaver's Lot" [continued]
  - Chapter 4: Mala Mala [continued]
  - Chapter 5: Tvrrdko—"Breaking a Custom" [continued]
- Chewbacca, Part III [continued] (comic: Darko Macan)
  - Chapter 6: Wedge—"A Pilot's Anecdote" [continued]
  - Chapter 7: Lando—"A Bet" [continued]
  - Chapter 8: Leia—"Grief and Guilt"
- Chewbacca, Part IV [continued] (comic: Darko Macan)
  - Chapter 9: Luke—"The Boy I Once Was"
  - Chapter 10: Han—"An Empty Galaxy" [continued]

The New Jedi Order [continued] (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning & Greg Keyes & Matthew Woodring Stover & Elaine Cunningham & Walter Jon Williams & Sean Williams & Shane Dix)

Dark Tide (novel series: Michael A. Stackpole)
- Onslaught (novel: Michael A. Stackpole)
  - Prologue
  - Chapters 1 – 36
  - Epilogue
- Siege (cancelled novel: Michael A. Stackpole)*

***NOTE: This novel was cut to make *Dark Tide* into a duology instead of a trilogy.**

Ruin (novel: Michael A. Stackpole)
Chapters 1 – 37
Agents of Chaos (novel series: Jim Luceno)
Hero's Trial (novel: Jim Luceno)
Chapters 1 – 29
Jedi Eclipse (novel: Jim Luceno)
Chapters 1 – 28

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- *Two months after the Battle of Fondor, the Yuuzhan Vong invasion comes to Kalarba. The Vong use a dovin basal to repeat the tactic used to destroy Sernpidal, in this case trying to bring Hosk Station to crash into the planet. As defense begins, Rogue Squadron, led by Gavin Darklighter, heads into the fray. During the battle, the* Champion *is attacked and its drives explode, right into the path of Lieutenant Jaina Solo's X-wing. Jaina survives by ejecting, but has leg and chest injuries that bacta* can *heal, and some mag-field exposure that is less optimistic. On Duro, as Jacen Solo helps his father deal with a dispute between Ryn at SELCORE Settlement 32, Jacen feels the Force blast of Jaina's injury. It forces him into a sort of Force-trance, in which he receives a vision of the galaxy as a balance, with the Vong on one side and Luke Skywalker on the other. As more Vong advance, the scale begins to tip, with only Luke to hold them back. Jacen races forward to help, but as Luke tosses a lightsaber to him, he misses catching it, and tumbles, seemingly going over to the Dark Side or the Vong side and shifting the balance of power in their direction. Coming to, he and Han make a point to contact Gavin's office, where Major Harthis informs them of Jaina's condition. Jacen decides to try to find Leia Organa Solo to tell her the news. Leia, however, is incommunicado, having come to Gateway on Duro to help coordinate SELCORE activities anonymously (to keep away from the political maneuvering at the New Republic's higher levels). On Coruscant, a makeshift de facto Jedi Council meets to discuss current events. During the meeting, Cilghal's Apprentice, Tekli, mentions having overheard what might be Yuuzhan Vong spies in the Leafy Green restaurant. Mara Jade Skywalker and Anakin Solo investigate. They take the lone Vong captive, discovering that spray netting works to hold them, but they cannot be stunned, as a result of redundant nervous systems. Upon examination, the Vong's claws are revealed to be creatures embedded in their forearms, but not much else can be learned before the subject frees itself and commits honorable suicide. On Duro, Randa the Hutt tries to convince Jacen to lead a starfighter squadron for him against the Vong, but Jacen refuses. A few moments later, a call comes in from Major Harthis, who tells them that Jaina's vision has been clouded by the exposure, but she need to heal. They will send her to Han and Jacen on Duro. She arrives and is thoroughly annoyed with her situation, wanting to be back with Rogue Squadron. Jacen consoles her as best he can. Later, Nom Anor, undercover yet again, this time on Duro, contacts Warmaster Tsavong Lah, reporting the presence of Leia, Jacen, and Jaina on Duro. On Coruscant, Luke, Mara, and Anakin attend a meeting of the Advisory Council. Those Jedi who have become vigilantes are hounded for not being more reserved in their actions, while those who have not actively attacked the Vong are seen as holding back. They simply can't win. After the meeting, Luke and Mara are met by Jedi Tresina Lobi. A short time ago, she and her apprentice, Thrynni Vae had been on Duro and discovered that SELCORE relief shipments from CorDuro Shipping have been being diverted to be resold, or to stock and upgrade the Duro habitat Urrdorf, perhaps for a fast escape for selected Duros. Thrynni has since gone missing. A short while later, in their quarters, Mara, having sensed abnormal growth in her uterus and fearing that it is the disease again, has realized what it* really *is. She let's Luke sense it as well. Mara is pregnant with*

their very first son. They agree to keep the news to themselves for now. Luke, Mara, and Anakin head out for Duro to track down the CorDuro problem and discover Thrynni's fate. Meanwhile, on Duro, Randa contacts Borga the Hutt, who suggests that Randa try to trade something, perhaps Jacen and Jaina, for the Vong giving the Hutt's Tatooine as a safe world. Elsewhere, Leia is in another meeting, from which scientist Dassid Cree'Ar is absent, yet again. She learns that someone has diverted a shipment meant for Gateway to Settlement 32 (Han has done this) and wonders who the hell is in charge over there. Deep under Gateway, in the labs, Nom Anor booby traps a ceiling. Later, Jacen and Jaina discover a strange larval creature in Settlement 32's dome. Not thinking this is a major threat, Jacen and Jaina try to get ahold of Leia via SELCORE, but Senator Viqi Shesh, a traitor to the Vong, is no help at all. Jacen has a bad feeling about this. Very soon after the transmission, Shesh informs Tsavong Lah of Jacen's presence on Duro, which he already knows. That night, Jacen awakens and realizes something is wrong. The Solos in Settlement 32 see creatures having metamorphosed from the larva, which are now eating the dome, about to let poisonous air in. The evacuation of Settlement 32 commences. They evacuate to Gateway, where the Settlement 32 folks will have to go through decontamination, including being shaved. Han finally comes face to face with the leader of Gateway, who promptly removes her suit. Leia, now stuck in decontamination with them, embraces Han. After a few exchanged words about the evacuation, the war, and Jaina's condition, the rift between husband and wife begins to truly heal. The rift between Jaina, who believes Leia has always abandoned her for duty, and Leia, is still growing, though. Jacen and Jaina lead a team back to Settlement 32 to gather supplies and belongings. It's all the more difficult due to Jacen totally shunning the Force. Seeking some way to help without the Force, Jacen takes up Leia's diplomatic leanings and agrees to go to Bburru to speak with the administration. Meanwhile, Randa contacts Tsavong Lah to offer him Jacen in return for Tatooine, but, thinking that he may have just made a deal with the devil, Randa contacts Viqi Shesh and informs her that he found the villip, and a traitor must be among them. Shesh then, of course, informs Tsavong Lah of this, making Randa a traitor to the Vong. On Bburru, Luke, Mara, and Anakin arrive, in the middle of an isolationist policy rally. Mara and R2-D2 stay in their quarters to look for helpful information, while Luke and Anakin, disguised as refugee Kubaz, head for CorDuro. At CorDuro, Luke and Anakin are admitted to see Durgard Brarun, the Vice-Director, and fade into the background as Jacen enters to speak with him as well, about the shipping problems. Jacen recognizes Luke and Anakin, before being told, rather bluntly, that the Duro don't care for the world below, because to them it is dead and if the Vong take Duro, they wouldn't bother trying to take over the orbiting mechanical habitats. Jacen offers to get some tariffs set up to further compensate CorDuro for fulfilling their ends of contracts, and while the Duro try to confirm the offer, Jacen is sent to a room to stay as a "guest." Elsewhere, Mara discovers that one of the Gateway scientists has used an old Rhommamoolian military code, possibly linking him to Nom Anor (whom she has no idea is a Yuuzhan Vong). She goes to Gateway, where she meets Jaina and Leia. She tells Leia that the person in question is Dr. Cree'Ar, and Mara and Jaina head to meet and question the man, hoping to determine if he is a Vong. Going into the lab tunnels, they finally come upon Cree'Ar. Jaina uses the Force to deactivate his masquer, revealing him to be a Vong . . . who then, through taunting and an explanation of how Mara was poisoned on Monor II, reveals himself to be Nom Anor. He threatens to infect her again, along with Jaina, giving him just enough time to escape. Realizing it is a trap, Jaina and Mara race back the way they came, only to be trapped in a tunnel collapse, thanks to Nom Anor's booby trap. They begin clearing the rubble. In Jacen's room, Jacen decides to remain behind, despite the urgings of Luke. Luke tells him that there

is no halfway in using the Force, so if he will forsake it, he must forsake it completely, or fully embrace it. Jacen decides to forsake it fully. Finally freeing themselves, Jaina and Mara meet back up with Luke and Anakin, the latter of whom next head for Port Duggan's shipping area, following a lead on Thrynni Vae. Back at the "guest room," a Sunesi priest gives Jacen command codes to a hover vehicle he can use to escape, if necessary. At the dock, Luke discovers from the mind of a thug that the CorDuro thugs (linked, it seems, to the Peace Brigade) killed Thrynni Vae for the ties she discovered. He and Anakin then depart quickly. Next, Luke, Mara, and Anakin help stage a diversion, while Jaina makes her way into the CorDuro complex to Jacen's room. Jacen is reluctant to leave, but the CorDuro ties to the enemy are clear enough to persuade him to leave. The four Jedi escape on hoverbikes and a hoversled to rendezvous. Jacen and Jaina steal a shuttle and head for Gateway, as Luke and Mara take the Jade Shadow*. Upon arrival, they find Gateway in full evacuation, now that the Vong presence on Duro has tipped them off to a probable forthcoming invasion. The Vong invasion begins with a first strike force, but Admiral Wuht of the Duro Defense Force orders his forces to stand down, believing that the Peace Brigade operatives he has spoken with can ensure safety for his people in exchange for the dead planet. Knowing they cannot evacuate everyone in time, Leia and Han begin ushering refugees into tunnels toward other ships. The Vong send down landing parties, including Tsavong Lah, who tells all those who can hear that he wishes them to stand down. No one who is not opposing the Vong will be killed in combat. Needing the COCU transmitter and mining laser back in Leia's old tunnels at the administration building, she, Jacen, Jaina, and Olmahk, Leia's bodyguard Noghri, head back to the administration building to get to the devices, while Han continues leading the tunnel clearing, before he and Droma can take some Ryn to an old buried scow of a ship that just might work to evacuate two thousand refugees. As Han and Droma race past the Vong to the buried ship, Leia and the twins head back toward the admin building, and Luke and Anakin help guard convoys of refugees, Mara goes aboard Bburru to talk some sense into Wuht. Back on Coruscant, Jedi Kenth Hamner is refused New Republic aid for Duro. No help will be arriving. In the admin complex, Leia. Olmahk, and the twins are attacked by Vong. Leia pushes Jacen and Jaina out to safety, while the Vong kill Olmahk and knock Leia out. Leia awakens in the presence of Tsavong Lah, Nom Anor, and other Vong. They are sacrificing survivors outside to their gods, and will soon do the same to Leia. For the moment, she is locked in a closet with Randa, who wishes to atone for his actions, but does not know how. Outside the main rooms, Jacen hides in the darkness, waiting for some way to save Leia, while Jaina tries to obey Leia's urgings to run, but turns back to help anyway. Jaina then hears blink code Leia is tapping into a power conduit directly above the tunnels. Leia tells her to leave her behind and get a message back to the others of Tsavong Lah's newest threats: the destruction of Duro's orbiting cities; the enslavement of refugees; and a strike on the Core, based from Duro. Jaina reluctantly rushes off. On Bburru, Mara makes her way to see Wuht, who is in the company of Peace Brigade members. She tells Wuht what she knows, which is then supplemented when Jaina calls by comlink and informs them all of the Vong threats. Wuht places the Peace Brigade forces under arrest and orders as many Duros as possible to Urrdorf for immediate escape with the next Vong wave. In the admin building, Leia is taken from the closet, followed by Randa. Randa lunges at the Vong, hoping to cover Leia's escape. Randa is attacked with a creature that wraps around his neck, choking him to death, as Leia lunches Nom Anor, taking back her lightsaber and trying to escape. She is recaptured, though, and her lightsaber removed yet again. Leia is then slammed to the ground and the Vong begin viciously attacking her legs, from the knees down. Hearing her screams, Jacen charges into the room. He cannot help the galaxy to tip back*

toward the light by being neutral, standing upon the balance point. He must act to shift power back to the light. With that realization, he unleashes the Force in a more powerful sense than he ever has before. While on Bburru, Mara takes off to join the other evacuation forces, Jacen charges through the room like a whirlwind, literally*. He unleashes the Force as a torrent of energy and wind, sending items about the room in a cyclone with he and Leia in the eye. A desk slams Tsavong Lah out the window, gravely injuring his leg. As the Vong are defeated in the room, Jacen takes the strange creature that strangled Randa and uses it as a tourniquet for Leia's legs, which are bleeding profusely. Jaina arrives to help, and they take Leia as fast at they can from the building, though tunnels of rushing water, released by the Vong in an effort to drown any refugees in the tunnels. They make it to the* Millennium Falcon*, which Han then takes to the skies, followed by Droma in the large evacuation vessel. As Duro cities in orbit are pummeled by a new wave of Vong forces, the evacuees make their escape, with Anakin the last to leave Duro behind. Duro is lost. (This bears even more significance than one might think at first glance because the Duros civilization was once known as the Neimoidian civilization, Palpatine's old allies during the Battle of Naboo. Justice has finally come, one might say.) In the wake of this tragic battle, with Leia's fate uncertain, and the New Republic battered yet again, Tsavong Lah uses local technology on Duro to send out a message to the people of the galaxy. He issues an ultimatum. The Yuuzhan Vong will end their advance, stopping the invasion with Duro, if, and only if, the worlds of the galaxy turn over all* Jeedai *(Jedi) to the Vong for sacrifice, with special attention to Jacen Solo. Tsavong Lah wants him alive, to personally send him to the Vong gods. Those worlds who refuse to comply will be dealt with. If the New Republic was turning anti-Jedi before, they now have even greater reason to destroy the Order. Perhaps the days of the Jedi Purges are no longer a thing of the past . . .*

(***Balance Point***)

- *Danni Quee joins with a fallen Jedi named Jorallen to fight the Yuuzhan Vong, encountering an evil Vong priestess.**

  (***Jedi Storm***)*

- *As Jedi are slaughtered to appease the Yuuzhan Vong, Danni Quee and Jorallen continue their quest against the Vong.**

  (***Jedi Fire***)*

- *As Danni Quee and Jorallen defeat the Yuuzhan Vong priestess, the wholesale slaughter and betrayal of the Jedi forges ahead full-force.**

  (***Jedi Blood***)*

***NOTE: These three novels formed the cancelled *Knightfall* trilogy. They are here as a curiosity. They never saw print, and thus their events may someday be mentioned, but are not Official, just placeholders here in honor of the lost projects.**

- *Streen and Peckhum leave Yavin IV on a supply run, leaving Kam Solusar, Tionne, and Ikrit the only lead Jedi at the Academy.*

  (conjecture based on *Conquest*)

- *Seyyerin Itoklo dies as a result of the Yuuzhan Vong, though whether killed by the Vong themselves or by the citizens of the galaxy in response to the Vong call for the Jedi to be destroyed is uncertain.*

  (conjecture based on *Conquest*)

- *Swilja Fenn is captured and turned over to the Yuuzhan Vong.*

  (conjecture based on *Conquest*)

- *Riflor comes under attack by the Yuuzhan Vong. Recognizing the futility of orbital bombardment, the Vong unleash biological weapons, destroying 97% of Riflor's plant life. Millions of Advozsec starve, and others die as the biological agents adjust to their biology. The world is now nearly dead. In the wake of the disaster, many surviving Advozsec join the movement against the Vong, including Zsall Dubrotin of the Bomminde family, who were lucky enough to have been in Dozu Lam at the time of the attack.**

(conjecture based on *The University of Sanbra Guide to Intelligent Life: The Advozsec*)*

***NOTE: The article says the Vong invaded in 26 ASW4. I'm assuming they mean the invasion of Riflor, since the invasion of the galaxy in general started in 25 ASW4. It is unknown where this takes place in relation to the other stories in this year.**

- *While Leia Organa Solo continue to heal from the events at Ithor, Luke Skywalker asks her and Han Solo to help create a Great River, a sort of Underground Railroad for the Jedi. In their mission, they will come to face betrayal by the Peace Brigade on Ryloth, and hostilities on Bimmisaari.*

  (conjecture based on *Rebirth*)
- *On Ando, Dorsk 82 is killed by a mob trying to destroy and round up droids to appease the Yuuzhan Vong. In space, Uldir, a former student at the Jedi Academy who had no true Force potential, is nearly turned over to the Vong by Dacholder. Swilja Fenn, a Jedi captured on Cujicor, is killed by the Vong. Things are, to say the least, going badly for the Jedi Order. Master Luke Skywalker calls the Jedi to meet with him at the Jedi compound on Coruscant, but tempers are running high. A civil war within the Jedi, perhaps with Luke and Kyp Durron leading opposing factions, seems imminent. They determine, though, that the Jedi Academy is the most likely Vong or sympathizer target. Against orders, Anakin heads for Yavin IV to save Tahiri Veila, his best friend. Talon Karrde is already taking a group of ships to Yavin IV for evacuation, but Anakin hopes to arrive first. He arrives just as a Peace Brigade invasion begins under the command of Imsatad. Anakin, Tahiri, Kam, Tionne, and Ikrit plan how to evacuate and to hide before the evacuation, but even as Anakin and Ikrit create a diversion, Anakin realizes that Tahiri, Valin Horn, and Sannah have stayed behind to fight with them. In escaping, they hijack Remis Vehn's ship (he's a PB pilot, working for money, not principle), and hope to get to the others soon, even as Karrde arrives in the system and pretends to side with the PB. Under attack, they attempt to escape, but Tahiri ends up having to be left behind, even as Master Ikrit dies to cover their escape. Elsewhere, Karrde shows the PB goons to where the Jedi are hiding, knowing full well that between he and the Jedi, they'll mop the floor with the PB goons. They do so, and the evacuation begins. Even as Karrde and the others get safely into space and take up positions to keep an eye out for Anakin and the others, Vehn's vessel crashes, leaving Anakin, Vehn, Sannah, and Valin in need of repairs from other downed craft. They are soon aided by Qorl, the former TIE pilot Jacen and Jaina dealt with during the Shadow Academy crisis. The vessel is repaired slowly, and Anakin prepares to lead the Vong away, and to find Tahiri, who he believes is probably captured. Elsewhere, Vong Commander Tsaak Vootah kills Imsatad for his arrogance in arriving before the newly arrived Vong force and trying to take the Jedi first, which has let them escape. He is then taken to see their captured* Jeedai*, Tahiri. On Coruscant, Luke argues the Jedi's case to Borsk Fey'lya, who lets slip that the New Republic had essentially sold out the Jedi and Yavin IV in order to save its own ass. Luke will never forget this betrayal. With Han Solo and Leia Organa Solo out of contact, Luke sends Jacen and Jaina to find Booster Terrik and Corran Horn aboard Booster's* Errant Venture*, hoping to mount an assault to save the Jedi at Yavin IV. During the planning, Mara's pregnancy is revealed to the twins. On Yavin IV, Anakin is shot down and attacked by Vong, but saved by a Yuuzhan Vong Shamed One named Vua Rapuung. In a Vong Shaper compound, Shaper Mezhan Kwaad and her initiate, Nen Yim, both heretics who don't believe in the Vong gods, begin experiments on Tahiri. Their hope is to map the Jedi mind and body, and then to break her spirit, making her believe she's a Vong named Riina Kwaad, which matches perfectly with a vision Anakin had of Tahiri as a Dark Side human/Vong hybrid trying to kill him. Anakin and Vua team up. Vua wants to force Mezhan to reveal how she had caused his implants to die, making him a Shamed One instead of his respected former self, while Anakin wants to save Tahiri. The goals somewhat coincide, so*

Vua leads Anakin in a long invasion of the Vong Shaper haven. Along the way, he learns a lot about how the Vong think. He can now see the enemy as "people," not just a faceless adversary. Once in the dumatek, Anakin is made to pretend to be a slave, even talking with other Shamed Ones to learn about them, while they look for an opportunity. Vua, who is to be executed soon, comes to Anakin for a final assault, and after Anakin rebuilds his lightsaber with a living Vong "gem," they press their attack. Invading the shaper area, they are met by resistance. It turns out that Mezhan and Yim's heresy has been discovered through a spy who pretended to be a sympathizer, and Vong guards are where no guards were anticipated. Anakin and Vua fight valiantly, finally finding Tahiri about to be taken away with Mezhan. Vua convinces the Vong to force Mezhan to reveal the truth of his false Shamed status, but Mezhan tries to escape. In her attempt, Anakin's leg is wounded, as is Vua, but Tahiri comes out of her brainwashing a bit and uses Anakin's lightsaber to decapitate Mezhan. Finally, as Vua covers their escape, Anakin and Tahiri escape in the Vong craft, using Tahiri's knowledge of Vong technology from her conditioning. They are knocked down, and almost captured, when Vehn and Qorl return with Valin and Sannah to save them. As they escape, Karrde's people come in to cover them, taking heavy losses until the Errant Venture *arrives with Booster, Jacen, Jaina, and Corran. A short time later, Anakin and Tahiri make plans to go back into action together when she has healed, but both know she may never be the same because in killing Mezhan, she touched and enjoyed the Dark Side. As for Nen Yim, she will carry on Mezhan's "heresy," and now another heretical movement has begun, for now that Vua Rapuung has changed from Shamed One status to his honored status due to the aid of a Jedi, there are those among the Shamed Ones who now believe that the* Jeedai, *not the Vong gods, will be their way to salvation…*

(***Conquest***)

- *The President of the New Republic decrees that all hitherto undisclosed New Republic records, documents, books, and blueprints shall be brought together in one immense archive.*

  (conjecture based on *Fact Files*, via *TimeTales*, verbatim)
- *All Yuuzhan Vong who were on Yavin IV during recent events are ordered killed by Tsavong Lah. Nevertheless, the tales told of a Jedi who fought alongside a Shamed One spreads among the Shamed Ones, giving them a sense that perhaps the Jedi are the key to their salvation . . .*

  (conjecture based on *Rebirth*)
- *Jacen Solo leaves the* Errant Venture *to join with Han Solo and Leia Organa Solo in their creation of the Great River system.*

  (conjecture based on *Rebirth*)

The New Jedi Order [continued] (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning & Greg Keyes & Matthew Woodring Stover & Elaine Cunningham & Walter Jon Williams & Sean Williams & Shane Dix)

Balance Point (novel: Kathy Tyers)
- Prologue
- Chapters 1 – 28
- Epilogue

Knightfall (cancelled novel trilogy: Michael Jan Friedman)*
- Jedi Storm (cancelled novel: Michael Jan Friedman)*
- Jedi Fire (cancelled novel: Michael Jan Friedman)*
- Jedi Blood (cancelled novel: Michael Jan Friedman)*

***NOTE: This Danni Quee story was considered tangential to the TNJO story and was cut before print.**

Edge of Victory (novel series: Greg Keyes)
- Conquest (novel series: Greg Keyes)
  - Prologue

Praxeum
Chapters 1 – 13
The Shamed and the Shapers
Chapters 14 – 27
Conquest
Chapters 28 – 32
Epilogue

27 ASW4

- *As the Yuuzhan Vong Warmaster, Tsavong Lah, sends Nom Anor, under the command of Quarang Lah, to begin plans for the next Yuuzhan Vong offensive, word reaches him that Vergere, familiar of the late Priestess Elan and former Jedi of decades past, wishes to speak with him. On Coruscant, Luke and Mara Jade Skywalker are informed by Kenth Hamner that a warrant has now been issued for their arrest by the New Republic. Chief of State Borsk Fey'lya would rather have them escape but be out of his hair than be captured, but he must maintain appearances. Aboard the* Errant Venture*, Corran Horn and Anakin Solo prepare to make a supply run to Eriadu, and Tahiri, still dealing with the aftereffects of being altered by the Vong, convinces them to let her go with them. Elsewhere, Han Solo, Leia Organa Solo, and Jacen Solo, are aboard the* Millennium Falcon*, trying to do what they can to create an underground railroad of sorts for the Jedi to get into and out of occupied or hostile systems, which they are calling the Great River. Aboard the Yuuzhan Vong worldship* Baanu Miir*, Nen Yim discovers that the ship itself is dying. On Coruscant, Mara's illness strikes again and they go see Ism Oolos and Cilghal. Mara is using the Force to protect their unborn child from the illness, but not herself as much as she used to be able to. Cilghal agrees to go into hiding with them. They escape even as the arrest attempt is made, and are covered by Rogue Squadron. Gavin Darklighter urges Jaina to go with them. Once they are safe, Luke asks Jaina to find Kyp Durron (using a hidden transponder) to try to bring him back into the fold. Meanwhile, Han and Leia have a meeting at a base within the Maw near Kessel with Lando (the operator) and several other individuals, hoping to get funding and resources for the Great River. The meeting doesn't go as well as they'd hoped, but they still hold out hope. On Eriadu, Corran goes for supplies, while Tahiri and Anakin, against orders, rush out to save Jedi Kelbis Nu. They don't arrive in time to save him, but hear his final word: "Yag'Dhul." They are then caught by authorities and have to fight their way out of captivity back to the ship and Corran, and make a hasty retreat, using a random hyperspace vector . . . which plops them right into the middle of a Yuuzhan Vong fleet. Near Sernpidal, Jaina finds Kyp and discusses the situation with him and Luke. He asks her for help in speaking with the New Republic military about what he says is a huge Vong superweapon, a gravitic weapon. His recordings are unclear, but she believes his sincerity and agrees to help. Even as this is taking place, the* Millennium Falcon*, under the name* Princess of Blood*, begins pirate attacks on Peace Brigade-sympathetic ships supplying the Vong-occupied worlds. Jacen disagrees with the tactics, but the arguing and spending time together will slowly help bring him and Han closer together. As for Luke and Mara, they arrive on the* Errant Venture *and quickly send Kam and Tionne to look for a safeworld for the Jedi to stage from. Meanwhile, Corran, Anakin, and Tahiri let their ship be destroyed while they strand themselves on a Vong asteroid, only to discover that it is actually a ship. They enter and take the ship over, discovering a Shamed One, Taan, who aids them based on the new pro-Jedi (especially pro-Anakin) movement in the Shamed Ones. At the same time, Mara's condition becomes more grave, and Nen Yim is sent the aid of Master Kae Kwaad, who doesn't seem at all interested in helping the* Baanu Miir*. Back on the Vong ship, which is a scout ship, the three Jedi revert into the Yag'Dhul system where*

collaborators with the Vong welcome them. In order to get the attention of the Givin who really want to save Yag'Dhul, they stage a fake attack on Yag'Dhul Station and thus contact the right authorities. They are taken to meet with Illiet. On Tatooine, Han and Jacen, along with a group of Talon Karrde's people, learn of more shipments amid a hail of blasterfire, and prepare to attack the next one, unknowing that Tsavong Lah has met with Vergere, who has told him that the Princess of Blood *is the* Falcon*, and his best ticket to finding Jacen. Aboard the* Ralroost*, Jaina has managed to get Gavin Darklighter, Wedge Antilles, Kyp Durron (whom has offered to take her on as an apprentice), and Traest Kre'fey to meet. They discuss the apparent superweapon and form a plan to strike at it without government approval. At this point, all hell begins to break loose. At their target, the* Falcon *and Karrde's group are ambushed by Tsavong Lah's vessel. They manage to escape in the middle of battle, but only barely. Near Sernpidal, Rogue Squadron and Kyp's Dozen go head-to-head with Vong vessels, buying time to strike at the superweapon. As the casualties mount, the* Ralroost *and its cohorts arrive, continuing the attack, which finally manages to destroy the vessel . . . which Jaina realizes was never a superweapon. Kyp had tricked them into attacking the new Vong worldship, which while significantly hurting the Vong, also means that they probably took out civilians without knowing it. Jaina turns her back on Kyp as a result. The victory is somewhat hollow. Back at Yag'Dhul, the Givin have acknowledge the impending attack by the Vong, but are nearly too late to stop it. Corran, Anakin, and Tahiri are allowed to escape in a craft, but their escort to the craft is Nom Anor in a masquer. To save them, Anakin has an honor duel with one of the warriors when Nom Anor refuses to fight, and he cuts them an escape route through the bulkhead. As the Vong invade the station and the Givin open the station to vacuum, Corran takes their only working environment suit to get a portable pressurizer while Anakin and Tahiri, held in the confines of a locker to wait for Corran, share their first kiss, changing all the rules of their relationship. Once Corran returns, they make it to the waiting ship and escape, only to see the Vong abandon the attack. Yag'Dhul is spared, and with it, the Vong have lost a new staging point to attack Coruscant and Thyferra. More to the point, Tsavong Lah believes that the situations at Yag'Dhul and Sernpidal were related, and Nom Anor let himself fall into a trap to lure their forces from the worldship which they have now lost. Back at the* Baanu Miir*, Nen Yim breaks protocols in her already heretical ways, to see into the secret eighth cortex of Vong knowledge. Kae Kwaad, whom she'd planned to soon kill, is revealed to be Ommni, Supreme Overlord Shimmra's jester, who was testing her. He knows that Vong knowledge has stopped truly growing, nearly to a halt in the last 1,000 years. The Vong need new teachings and methods, and so he will allow Nen Yim, given the rank of Master, to continue her heresy with his blessing, so that they can bring new shapes and power to the Yuuzhan Vong. For her part, Nen Yim, who knows the Vong of the* Baanu Miir *will die now that they can't go to the worldship the New Republic destroyed, vows to destroy the infidels. And, finally, aboard the* Errant Venture*, Mara goes into labor. She nearly dies while fighting her disease, but Luke joins with her, and feels the touch of their child, and seems to feel the aid of Obi-Wan "Ben" Kenobi, who is one with the Force. Through the ordeal, the disease is completely purged from her body . . . and Ben Skywalker is born. In the wake of these events, the Skywalker/Solo family reunites, Fey'lya rescinds the arrest order, and Kam and Tionne relay that they have found a safeworld. The stage is set for the next stage in the war.**

(***Rebirth***)*

***NOTE: Although we had originally been told that each new TNJO year would begin with a hardback, the fact that Jaina is eighteen in *Rebirth* means that it must take place 27 ASW4, albeit quite early in the year.**

The New Jedi Order [continued] (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning &

Greg Keyes & Matthew Woodring Stover & Elaine Cunningham & Walter Jon Williams Sean Williams & Shane Dix)
Edge of Victory [continued] (novel series: Greg Keyes)
    Rebirth (novel: Greg Keyes)
        Prologue
        Threshold
            Chapters 1 – 11
        Passage
            Chapters 12 – 13
        Descent
            Chapters 14 – 35
        Rebirth
            Chapters 36 – 47
        Epilogue
Star by Star (novel: Troy Denning) [forthcoming]
Dark Journey (novel: Elaine Cunningham) [forthcoming]
Enemy Lines (novel: Aaron Allston) [forthcoming]
    Rebel Dream (novel: Aaron Allston) [forthcoming]
    Rebel Stand (novel: Aaron Allston) [forthcoming]
Traitor (novel: Matthew Woodring Stover) [forthcoming]

28 ASW4

The New Jedi Order [continued] (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning & Greg Keyes & Matthew Woodring Stover & Elaine Cunningham & Walter Jon Williams & Sean Williams & Shane Dix)
Destiny's Road (novel: Walter Jon Williams) [forthcoming]
Force Heretic (novel series: Sean Williams & Shane Dix) [forthcoming]
    Remnant (novel: Sean Williams & Shane Dix) [forthcoming]
    Refugee (novel: Sean Williams & Shane Dix) [forthcoming]
    Reunion (novel: Sean Williams & Shane Dix) [forthcoming]
"The New Jedi Order, IV – V Bridge Book IV" (novel: unknown) [forthcoming]*
"The New Jedi Order, IV – V Bridge Book V" (novel: unknown) [forthcoming]*

29 ASW4

- *The Alliance War Bond is guaranteed to mature around this period of time. While it was a risky investment at best during the time of the Galactic Civil War, the bonds allowed the Alliance to obtain badly needed credits.*
    (conjecture based on *Star Wars: The Roleplaying Game*—"Rebel Alliance Sourcebook" via *TimeTales*, verbatim)

The New Jedi Order [continued] (novel series: R. A. Salvatore & Michael A. Stackpole & Jim Luceno & Kathy Tyers & Aaron Allston & Troy Denning & Greg Keyes & Matthew Woodring Stover & Elaine Cunningham)
"The New Jedi Order, Hardback V" (novel: unknown) [forthcoming]

31 ASW4

- *The Anoth system collapses on itself.*
    (conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")
- *The Ithorian species, now without a homeworld, begins to continue the tradition of the sacred Time of Meeting. Now, though, the Meets are to be held in secret every few years, and is a meeting not on one planet, but a rendezvous of the herd ships that were lucky enough to escape Ithor.**
    (conjecture based on *Starfaring Jungles: Exploring Ithorian Herd Ships*)*

***NOTE: No date is given for this event, but the article is written in a time probably a decade or so after *Balance Point*. It refers to these new herd ship rendezvous Meets as taking place "every few years." As such, I have said they start here, in order to let the Yuuzhan Vong invasion be over and done by the time they begin to piece their traditions back together.**

32 - 203 ASW4

- *With the Galactic Civil War at an end and the majority of its aftershock battles finished, the New Republic (referred to more as the Republic now, just as the Old Republic was before the Civil War) is continuing to rebuild the glorious Republic that once spread across the galaxy. Luke Skywalker is now an aged Jedi Master, heading up a new legion of Jedi Knights as they once again begin to more prominently become "the guardians of peace and justice" in the Republic. A new threat is raised, a menace carried over from a period about 6 decades earlier, as a figure from* Episode III *returns after being frozen for the intervening years. In the ensuing events, Luke's own son begins to fall to the Dark Side and in a twist of when it was father against son for the redemption of the father (when Vader and Luke battled aboard the* Death Star II*), it is now father against son for the redemption of the* son*. Luke manages to save his son from the Dark Side, and the new threat is defeated.**

(conjecture based on comments made by Lucas and others before *Episodes VII - IX*
were officially nixed by Lucas)*

***NOTE: This is the majority of information publicly given by Lucas between 1980 and 1994 in regards to a Sequel Trilogy. I go into detail about how the number of episodes has changed in the FAQ Section. Suffice to say at this point that this trilogy is no longer to be made, but I felt it necessary to include these events, if only to support the fact that there *was* a Sequel Trilogy planned at one time, despite what Lucas has said since 1995 in rebuttal of what he said from 1978 to 1994.**

- *Scholars on Obroa-Skai begin compiling a definitive historical database based on the Galactic Civil War.**

(conjecture based on backstory for the *Star Wars Encyclopedia*)*

***NOTE: This is the background that Steve Sansweet sets up for his *Star Wars Encyclopedia*. If the fact that it was published makes it Official, then this event is official as well. Either way, it's another accepted event. Take it or leave it.**

- *The unknown events of what was originally to be* Star Wars: Episodes VII - XII *(before "A New Hope became* Episode IV *instead of* Episode I*) take place. Presumably, these events will center around the generation of heroes including the children of the* Classic Trilogy*'s heroes. By the time of* Episode XII*, events may have come to center on the* Classic Trilogy *heroes' grandchildren.*

(conjecture based on comments made by Lucas and others in the late 1970s when *A*
New Hope was still toted by Lucas as being the *first* episode in a 12-episode saga,
instead of its later status as the *fourth* episode of a nine, and now *six*, episode saga)

The Sequel Trilogy (cancelled movie trilogy: George Lucas)*
Star Wars: Episode VII (cancelled movie: George Lucas)*
Star Wars: Episode VIII (cancelled movie: George Lucas)*
Star Wars: Episode IX (cancelled movie: George Lucas)*
"Post-Sequel Trilogy I" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy I Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode III" (canceled movie: George Lucas)*
"Post-Sequel Trilogy II" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy II Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode III" (canceled movie: George Lucas)*

***NOTE: The inclusion of these items and the reasons behind them are a long and drawn out. If you wish to learn about what they are and why they are included, please go to the FAQ Section for the "*You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?*" question.**

203 ASW4

- *The ore-rich worlds of Neena Province tap out.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Lords of the Expanse")

1,011 ASW4

- *The Maw finally consumes Kessel.*
  (conjecture based on *Star Wars: The Roleplaying Game*--"Jedi Academy Sourcebook")

1,011+ ASW4

- *Over a millennium after the recording of the Skywalker Holocron, its contents are used to create the First Saga in the advanced holocron known as the Journal of the Whills.**
  (long story, see next note)*
- *Several millennia after the recording of the Journal of the Whills, a spacecraft from the* Star Wars *galaxy attempts to travel to a galaxy far, far away--the Milky Way galaxy. The ship almost makes it, but is destroyed near the edge of the Milky Way, sending debris on random courses through space. One piece of debris is an intact copy of the Journal of the Whills.**
  (long story, see next note)*
- *Several millennia after the destruction of what could be called the second Outbound Flight Project (an attempt by explorers from the* Star Wars *galaxy to enter the Milky Way galaxy), the intact copy of the Journal of the Whills that was sent hurtling through space by the explosion enters the Sol system, proceeding through Earth's orbit and crashing in the backyard of George Lucas. The approximate Earth date is 1973 C.E.**
  (long story, see next note)*
- *Over the course of several years, George Lucas, knowing that he cannot reveal the existence of the holocron to a paranoid world, studies the Journal of the Whills and begins translating its contents into feature film screenplays. The process is helped by the similarity of Basic to English, but finding the right way to interpret the letters of Aurebesh takes time, and it takes several drafts for him to get it right. To allow scenes from the Journal to appear vivid to filmgoers, he creates Industrial Light and Magic, using processes he gained hints of through his study of the Journal of the Whills.**
  (long story, see next note)*
- *Four Earth-years after Lucas' discovery of the Journal of the Whills (making the date 1977 C.E.), Lucas finally releases the first chapter in his masterful adaptation of the Journal of the Whills onto film, entitled* Star Wars *(and later retitled* Star Wars: Episode IV*--"A New Hope"). The film covers the events which surrounded the Battle of Yavin during the year SW4.**
  (long story, see next note)*
- *Three years after the release of his first film (1980 C.E. in Earth-years), Lucas releases the next film in the series,* Star Wars: Episode V*--"The Empire Strikes Back." The film revolves around the events of the Battle of Hoth, 3 ASW4.**
  (long story, see next note)*
- *Three years after the release of his second film (1983 C.E. in Earth-years), Lucas releases the next film in the series,* Star Wars: Episode VI*--"Return of the Jedi." The film revolves around the events of the Battle of Endor, 4 ASW4. Soon after*

this, he goes into self-proclaimed "burnout" (actually a period of family-building as opposed to film-making) and remains behind the scenes developing his companies ILM, Lucasfilm, LucasArts, Skywalker Sound, and Lucas Learning to create new technology to get the message of the Journal of the Whills to the general populace.

(long story, see next note)*

- *Fourteen years after the release of ROTJ (1997 C.E. in Earth-years), Lucas releases a* Special Edition *version of his Original Trilogy, using new technological advancements to bring the films closer to the Journal of the Whills in presentation and visualization.**

  (long story, see next note)*

- *Two years after the release of the* Special Edition *versions of ANH, ESB, and ROTJ (1999 C.E. in Earth-years), Lucas releases the first film in a second trilogy, taking place 32 - 20 BSW4, in an attempt to bring out the story of how Anakin Skywalker became Darth Vader. The first film in this trilogy is known as* Star Wars: Episode I--*"The Phantom Menace." It is followed in the next several years by* Star Wars: Episode II--*"Attack of the Clones" and* Star Wars: Episode III--*"_-_-_-_-."**

(long story, see next note--especially the parenthetical explanation at the end about the "_-_-_-_-" entry)*

***NOTE: Well, this was certainly a nice little trip down Hallucinatory Boulevard, wasn't it? As you should already know, all of the entries followed by "(long story, see next note)" are complete and utter BS. Don't believe a word of them. This is just here for all of those who wish to have a way to connect the *Star Wars* galaxy to our own. The general idea of Lucas finding something to give him information from that galaxy far, far away is almost as old as the films themselves. The first person to place it into a well-respected timeline, however, was *TimeTales* creator Christopher McElroy. Upon reading his "explanation" I was so enthralled that I e-mailed Chris and asked him if he'd mind my inclusion and expansion of his "explanation" on the SWT. He liked the idea, so here it is. The general storyline for these post-1,011 ASW4 events is Chris' creation. I took the liberty of making the SW galaxy dates more vague, so as not to make anyone believe that Lucas had actually given a date translation between his creation and the real world. I also expanded it past 1977 (where Chris ends his dating) to include the rest of the First Level Canon stories. You can credit me for doing that if you like, but those dates and events were such a "duh" continuation of what Chris implies that I'd rather just attribute the essence of this series of events to him and leave it at that. As for the final entry in the series, where I list the unreleased *Episode III* without a proper title . . . it seemed appropriate that if this was to be worded as from a distant perspective looking back, the remaining episodes would be mentioned. Perhaps something garbled the timeline just enough that those titles were made illegible. As Han or Lando might say, "It's not my fault!"**

SECTION IV

LEVELS OF OFFICIALITY

So let’s check some of the big questions . . . Emperor Palpatine had a son with three eyes. Or did he? Han and Leia were married one year after the Battle of Endor. Or was it four? The Nagai invaded known space in a terrible war. Or did they? These questions and their answers pose some of the most confusing conundrums in *Star Wars* media. The reason for the contradictions and confusion is simple: profit from licensing. The solution? Well . . . there is one. Unfortunately, it’s not very well known, since labeling things automatically as apocryphal and such would be bad for sales. But it does exist. So, just what *is* this magical ladder of “how real things are?” Grab a snickers. You’re not going anywhere for a while. From the horse’s mouth, thanks to a contact who wishes to remain anonymous, here’s the lowdown.

Okay, first of all, you need to recognize just what the situation is for stories like *Star Wars* that appear in several different media.

When sagas are made that are in various media, but have begun with a film or a television series, things can get complicated. They become even more complicated when people other than the creators of the films or series get involved in making other stories in books, comics, video games, etc. Confusion arises as to what is really a part of the overall story and what is not. This means that the items have to be divided up and rules must be applied for what is "real." Things like *Star Wars*, which have such an incredible amount of material available, must be especially picky, and tend to use specific names for specific "levels" of how "real" things are.

Sometimes, the creators have enough control over spin-off products that the distinction is easy. Take *Babylon 5*, for instance. The B5 creator, J. Michael Straczynski, kept enough control over the items allowed to bear the *Babylon 5* name, that he has decided that all of the comics and all of the novels are just as "real" or "official" as any episodes of the *Babylon 5* television series. He simply declared that any inconsistencies in the stories are to be written-off as being mistakes from the standpoint of history.

Other times, the creators sell off their rights to their series, like in the case of *Stargate*, and you end up with a “real” storyline by the people authorized to continue the story, such as *Stargate SG-1*, and the materials sanctioned by the original creators (who no longer own the rights to the story), such as the *Stargate* novels by McCay, which become Apocryphal even though they were authorized by the original creators and form a coherent storyline on their own.

Needless to say, this can get very, very confusing.

In the case of *Star Wars*, though, George Lucas has *never* taken a major active hand in any of the licensed *Star Wars* novels, comics, and so on, except in the case of the major spoiler of *Vector Prime*, which he personally ordered (I won’t give it away for those who’ve been living under a rock). Instead, he has only taken control of his actual films, and even *then* he has deemed several video productions he had a hand in (to an extent), *Droids*, *Ewoks*, and the two *Ewok* films, to not be a part of *his* vision, and thus not a part of *his* timeline.

So, the situation in 1977 was that the only *Star Wars* item on the field was the *Star Wars* motion picture, which would be re-released later as *Star Wars: Episode IV*--"A New Hope." As time went on, though, the popularity of the saga grew incredibly. The public kept asking for more and more *Star Wars* stories. Lucas decided to let his company, Lucasfilm Ltd., allow items to be created under its license. These were not meant to be part of the "story according to Lucas" or even to all tie-in together. They were simply for the public to get another helping of *Star Wars* adventure.

By the time 1991 came around, there were already a *lot* of *Star Wars* items on the market, to say the least. It was at this point that Lucasfilm called into being a new plan. The plan was to allow for an actual *official* continuation of the *Star Wars* saga, at least from the company's point of view (not Lucas' own point of view). This plan spawned the Bantam/Del Rey/Berkely/Dark Horse/etc. set of interconnected stories that were dubbed the **Official Continuity**. As time went on, certain items that were not a part of this Official Continuity were "pulled in" by Lucasfilm. For instance, none of the comic books produced by Marvel Comics were part of this new Official timeline. Lucasfilm and Dark Horse Comics then took an issue entitled "Supply and Demand" from the old Marvel series and reprinted it (through Dark Horse) under the title *Classic Star Wars: The Vandelhelm Mission*. When this happened, the story became Official. Other items, such as the old *Han Solo Adventures* and *Lando Calrissian Adventure*s were also deemed Official, to make the Official Continuity more rich.

In 1997, Lucas released the *Star Wars Trilogy: Special Edition*, which included revised versions of *A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*. When this happened, Lucas deemed the *Special Editions* to be his definitive vision, pushing the original versions down immediately below the SE's when it comes to officiality.

Well, with all of these things being added and subtracted and otherwise jumbled around, people had no clue what was or was not a part of the "real" *Star Wars* saga. It was during the

release of all of these different stories and such that Lucasfilm created its continuity department and began drawing lines as to what goes where.

The conclusion was to divide *Star Wars* stories (both licensed and unlicensed) into categories:

- 1st Level Canon
- 2nd Level Canon
- 3rd Level Canon
- 4th Level Canon
- Official
- Apocrypha
- Fan Fiction

The main thing to remember as you look at this classification system is that if lower levels contradict higher levels, the higher levels "win." Contradictions between items in the same level are considered mistakes on the authors' parts or mistakes on the parts of whatever historian is telling us this story from "a long time ago."

Canon is what is *definitely* part of the saga. Much like how in religion, Canon is the religion's major holy text, you can look at this as the "sacred" part of *Star Wars*. This is the stuff that supercedes all else, and only Lucas (or Lucasfilm in the case of anything in 3rd or 4th Level Canon) can deem parts of it untrue. This level is divided into four sub-levels.

The first of these sub-levels, the level that *nothing* can contradict, is known as **1st Level Canon**. The *only* things this includes are:

- *Star Wars: Episode I*--"The Phantom Menace" movie
- The forthcoming *Star Wars: Episode II*—"Attack of the Clones"
- The forthcoming *Star Wars: Episode III*
- *Star Wars: Episode IV*--"A New Hope" *Special Edition* movie
- *Star Wars: Episode V*--"The Empire Strikes Back" *Special Edition* movie
- *Star Wars: Episode VI*--"Return of the Jedi" *Special Edition* movie

The second of these sub-levels is **2nd Level Canon**. This level includes the scripts to the *Special Editions* and the *original* versions of ANH, ESB, and ROTJ. This level is overpowered by 1st Level Canon only. Thus, since in the *Special Edition* of ANH, Greedo shoots first, but in the *original* version, he does not, the 1st Level Canon item, the *Special Edition*, "wins." Greedo shot first.

The third of these sub-levels is **3rd Level Canon**. This level includes the scripts to the *original* versions of ANH, ESB, and ROTJ, along with the novelizations of the TPM, ANH, ESB, and ROTJ films. (For those wondering why the ANH novelization is not 1st Level Canon, since it credits George Lucas himself as author: Lucas didn't write it. It was ghost-written by Alan Dean Foster.) This level can only be overpowered by 1st and 2nd Level Canon. Thus even though the ESB novelization says Yoda is blue, he is still green, because that is what 1st and 2nd Level Canon tell us. (Some items of the novelizations have been ordered out of existence by Lucasfilm. Hobbie's death in the ESB novelization, for instance, has been deemed "apocrypha" (and written off as just him getting badly injured), allowing Stackpole to use the character in later novels. Their reasoning for doing this was because in 1st and 2nd Level Canon, Hobbie isn't seen dying, nor does Veers' AT-AT get run into by a snowspeeder.

Moving back to the sub-levels of Canon, the fourth of the sub-levels is **4th Level Canon**. This level includes the radio dramatizations of ANH, ESB, and ROTJ. This level can only be overpowered by 1st, 2nd, or 3rd Level Canon. So, just about any of the dialogue in the radio dramas is overpowered already, except for the items that we never see in any other version of the story.

(Just as a little digression here: It is rumored that when *A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi* are released on DVD, they will be in an even more advanced form than the *Special Editions*. This new format is rumored to be known as the *Trilogy Archive Restoration* and would end up taking the 1st Level Canon reins and essentially bump the

current 1st to 2nd, 2nd to 3rd, 3rd to 4th, and 4th into a new 5th level of Canon. More on this as it develops.)

Now, before I go on, it is important to note that the specific names for these levels are often not used, or they are used in different ways. In Steve Sansweet's *Star Wars Encyclopedia*, for instance, the term Canon is used to cover the four levels mentioned above, while the next level down, instead of being referred to as "Official" is referred to as "Quasi-Canon." This is just a difference in nomenclature, not in meaning. The same goes for the common usage in *Star Wars* magazines, like *Gamer*, where the phrase "Canon" is used to refer to both Canon and Official materials. This is in line with the idea of "Canon" and "Quasi-Canon" being a broadly defined "Canon." In any event, however we go about naming these levels, it is the structure of the levels and what they mean that is of utmost importance, not what we choose to call those levels. We could just as easily give each level a letter, A, B, C, D, and so on, yet the levels would mean the same thing, only be named differently. Moving on…

The next level "down" after 4th Level Canon is known as **Official**. It is *very* important to understand that Canon and Official are *not* the same thing when it comes to *Star Wars*. In some sagas, like *Babylon 5*, they are, but in *Star Wars*, they are *not*. This level includes anything created for the "official continuation" of the *Star Wars* saga. It generally falls under the Bantam/Berkley/Dark Horse/LucasArts/etc. contract. Some items are reprinted or "ordered" into the Official Continuity by Lucasfilm, and thus are also Official. There are also some items produced by these companies that are deemed Apocryphal (not Official) by Lucasfilm as well. For instance, the *Classic Star Wars: Devilworlds* comics, while printed by Dark Horse, are *not* Official. When it comes to video games, a *lot* of weeding-out has taken place, so that as of this writing, the only Official video games out there are *Shadows of the Empire* (if beaten on Jedi difficulty), *Dark Forces* (when beaten), *Jedi Knight: Dark Forces II* (beaten as a Light Side Jedi), *Mysteries of the Sith* (when beaten), *Battle for Naboo* (when beaten), and *Starfighter* (when beaten). All other video games are *not* Official. This level can be overpowered by any of the four sections of Canon. You also need to understand that if you look at Lucas' vision of *Star Wars*, *NONE* of the Official Continuity takes place or even *exists*. So, for those of you who ask time and again about Thrawn appearing in the Prequels, the *reason* you won't see him is that the character is non-Canonical (merely Official). There is a huge difference.

Before we step beyond the Official Continuity into the realm of the various alternate timelines for the *Star Wars* universe, it is appropriate to take this moment to comment on what I refer to as "Lucasfilm decrees." Sometimes, when there are contradictions between Canon and Official, or Official and Official, Lucasfilm steps in and issues a decision that resolves or explains away the conflict. There are three examples of this that I think illustrate this well.

- First, we have the aforementioned case of Derek "Hobbie" Klivian. In 3rd Level Canon, the ESB novelization, Hobbie was listed as having died during the Battle of Hoth. Further materials, however, necessitated his survival. *Galaxy Guide 3: The Empire Strikes Back*, for instance, published two years before the Official Continuity came into existence, had a short story called *Running the Gauntlet*, in which he was alive, escaping Hoth. There was no ruling on the issue at that time, but when Michael Stackpole used West End Games sources to write the *Rogue Squadron* novels and comics, including Hobbie, Lucasfilm faced a contradiction that needed to be resolved. Their simple statement was that Hobbie survived, and the ESB novelization's suggestion was incorrect. That was all that was necessary to bring things "into alignment," so to speak. This was a "Lucasfilm decree."

- Second, we have a case of Lucasfilm trying to cover its own mess. Before the release of TPM, Lucasfilm had authorized materials (the *Tales of the Jedi* comics, the *Jedi Academy Trilogy*, and so on), which gave a history to the Dark Lords of the Sith. When TPM came around, Lucas created his own backstory for the Sith, taking place two millennia later and happening very differently. To keep from having to toss out all of those Official stories in light of new Canon, Lucasfilm wrote it off as two different orders of the Dark Lords of the Sith, with the latter perhaps deriving its name from the former. This was not set down in print until the *Essential Chronology*.

- Lastly, we have a the case of the Neimoidians and the Duros, who have been declared as the same species. In the years between ANH and TPM, Lucasfilm had determined that the gray alien spacers in ANH were “Duros,” and the Official materials had continued taking that stance. When TPM was released, the Neimoidians looked similar, but not exactly the same, as the Duros. This was all well and good until Lucas decided that the aliens in ANH were the *same species* as the Neimoidians. As a result, instead of trashing or fouling up all of the vast library of *Classic Trilogy* era stories featuring the Duros, LFL inserted a single, small mention—just a couple of sentences—into the Nar Shaddaa entry in Dark Horse’s *Dark Empire Handbook*, in which the transformation of Neimoidian society into the Duros society is mentioned. With a simple addition of sentences, Lucasfilm executed Lucas’ decision without so much as batting an eye over the fact that this gives new meaning and resonance to the events of *Balance Point*.

In essence, I suppose the message of these examples is not to give up in the face of continuity glitches and contradictions in the *Star Wars* materials. If it’s Official or above, chances are that LFL has already dealt with the problem and ironed out the glitches, at least by decree, if not in writing.

Back to the officiality ladder, the next level "down" after Official is known as **Apocrypha**. This level includes *everything* that is licensed by Lucasfilm, but does *not* fall into Canon or Official. This includes all kinds of items, from the Marvel Comics series to the Trioculus Saga to scratch-and-sniff books, along with many new materials being produced with the “Infinities” insignia. There are a few very important things to remember about this level.

- Just because these items are not Official, that does not mean that they cannot be related to each other. For instance, the individual Marvel Comics brand comic books are Apocryphal, and thus not part of the Official Timeline, but they *do* combine to form the Apocryphal story of the Marvel Comics Timeline. In that sense, Apocryphal stories are not "alone," only separate from the mainstream story.

- The other very important thing to remember is that if an item from an Apocryphal story is mentioned in the Official Continuity, that does *not* make the Apocryphal story Official. All it does is make that item Official, but only in terms of what the Official materials say. For instance, the Official materials mention Crimson Jack, from the Marvel Comics. That does not mean that the Official Continuity now contains all of the Marvel Comics Timeline’s stories about Crimson Jack. It only means that the Official Continuity has its own version of Crimson Jack in it. It is much like an alternate reality version of a person. Saying that having Crimson Jack mentioned in the Official materials means that the events surrounding Crimson Jack in the Marvel Timeline are Official would be like saying that if the Nathan Butler of an alternate universe were to break his arm, I *must* have broken *my* arm in *this* reality too. That's simply not the case.

- Sometimes, materials are printed by the licensed publishers that are never meant to fit in with the Official Continuity. They aren’t “cast out,” but simply were never within it to begin with. Examples include *Devilworlds*, several *Star Wars Tales* stories, and the *Infinities* series.

- Lastly, before anyone makes an issue of it, yes, there has been a recent article entitled *The Marvel Series: The University of Sanbra Guide to Intelligent Life* published in *Star Wars Gamer*, which detailed in wonderful fashion the major species of the Marvel Comics Timeline. While I, and I’m sure many of you, wish we could accept these great species and situations into the Official Continuity, please take time to note the first paragraph of the sidebar on page 56 of the issue. Even in their own article, both Rich Handley and Joe Bongiorno acknowledge that “these stories are not considered canon [using the broader term mentioned above].” The article is simply there to allow fans to try to work some of their favorite Apocryphal species into their RPG adventures, nothing more, unfortunately.

The final level "down" is **Fan Fiction** (or **FanFic**). This is the name for all of the materials created by *Star Wars* fans, but not licensed by Lucasfilm. If you've ever written a *Star Wars* story, it was FanFic. Since these stories and their timelines are *not* sanctioned by Lucasfilm, their creators have great choice in what materials they choose to include. Just remember that

nothing here has *any* bearing on the *Star Wars* materials at large. It is purely fan-made, for-fun stuff. Examples would include *Troops*, *Star Wars: Episode III.V* and the *Scourge of the Nevoota Bee* trilogy.

So, you see, there *are* rules governing what is and is not "real" in *Star Wars*. It just depends on what level you are talking about. For most people, "real" *Star Wars* is the Official Continuity. For Lucas, it is 1st Level Canon. As Obi-Wan Kenobi might say, it all depends greatly on our own point of view. Whatever our preferences are, though, it does not change the facts of what is and is not a part of each level of officiality. As much as I might like to see items like *Empire's End* dropped from the Official Continuity, it shall remain. As much as some people would like to see all of the Marvel Comics that have not been reprinted become Official, they remain Apocryphal.

Put simply, these are the rules, and it is not up to us to question them, only understand them.

(If you think this is bad, just be thankful we're not discussing *Highlander*. Out of four movies and three television series, they've deemed two movies and one full television series apocryphal. Compared to that LFL's continuity ideas are quite lenient.)

P.S. A special audio clip with an alternative way to visualize the Levels of Officiality can be found at the SWT-G's website, www.starwarz.com/timeline.

SECTION V

CANON

So, without further ado, allow me to present the Canonical Timelines . . .

5.1--First Level Canonical Timeline

THE FIRST LEVEL CANONICAL TIMELINE

32 BSW4
The Prequel Trilogy (movie trilogy: George Lucas)
Star Wars: Episode I--"The Phantom Menace" (movie: George Lucas)

22 BSW4
The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode II—"Attack of the Clones" (movie: George Lucas) [forthcoming]

20 - 18 BSW4
The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode III (movie: George Lucas) [forthcoming]

SW4
The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)

3 ASW4
The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

24+ ASW4

The Sequel Trilogy (cancelled movie trilogy: George Lucas)*
Star Wars: Episode VII (cancelled movie: George Lucas)*
Star Wars: Episode VIII (cancelled movie: George Lucas)*
Star Wars: Episode IX (cancelled movie: George Lucas)*
"Post-Sequel Trilogy I" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy I Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode III" (canceled movie: George Lucas)*
"Post-Sequel Trilogy II" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy II Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode III" (canceled movie: George Lucas)*
***NOTE: The inclusion of these items and the reasons behind them are a long and drawn out. If you wish to learn about what they are and why they are included, please go to the FAQ Section for the “*You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?*” question.**

5.2--Second Level Canonical Timeline

THE SECOND LEVEL CANONICAL TIMELINE

32 BSW4

The Prequel Trilogy (movie trilogy: George Lucas)
Star Wars: Episode I--"The Phantom Menace" (movie: George Lucas)

22 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode II—“Attack of the Clones” (movie: George Lucas) [forthcoming]

20 - 18 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode III (movie: George Lucas) [forthcoming]

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—“A New Hope” (movie: George Lucas)
The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—“A New Hope” (movie: George Lucas)

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

24+ ASW4

The Sequel Trilogy (cancelled movie trilogy: George Lucas)*
Star Wars: Episode VII (cancelled movie: George Lucas)*
Star Wars: Episode VIII (cancelled movie: George Lucas)*
Star Wars: Episode IX (cancelled movie: George Lucas)*
"Post-Sequel Trilogy I" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy I Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode III" (canceled movie: George Lucas)*
"Post-Sequel Trilogy II" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy II Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode III" (canceled movie: George Lucas)*
***NOTE: The inclusion of these items and the reasons behind them are a long and drawn out. If you wish to learn about what they are and why they are included, please go to the FAQ Section for the "*You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?*" question.**

5.3--Third Level Canonical Timeline

THE THIRD LEVEL CANONICAL TIMELINE

32 BSW4

The Prequel Trilogy (movie trilogy: George Lucas)
Star Wars: Episode I--"The Phantom Menace" (movie: George Lucas)

The Prequel Novelization Trilogy (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)
Star Wars: Episode I--"The Phantom Menace" (novel: Terry Brooks)
Chapters 1 – 24

22 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode II—"Attack of the Clones" (movie: George Lucas) [forthcoming]
The Prequel Novelization Trilogy [continued] (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)
Star Wars: Episode II—"Attack of the Clones" (novel: R. A. Salvatore) [forthcoming]

20 - 18 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode III (movie: George Lucas) [forthcoming]
The Prequel Novelization Trilogy [continued] (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)
Star Wars: Episode III (novel: Unknown) [forthcoming]

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)
The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)
The Novelization Trilogy (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)
Star Wars: From the Adventures of Luke Skywalker (novel: George Lucas & Alan Dean Foster)
Prologue
Chapters 1 – 13

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)
Star Wars: The Empire Strikes Back (novel: Donald F. Glut)
Chapters 1 – 14

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)

Star Wars: Return of the Jedi (novel: James Kahn)

Prologue

Chapters 1 – 9

24+ ASW4

The Sequel Trilogy (cancelled movie trilogy: George Lucas)*

Star Wars: Episode VII (cancelled movie: George Lucas)*

Star Wars: Episode VIII (cancelled movie: George Lucas)*

Star Wars: Episode IX (cancelled movie: George Lucas)*

"Post-Sequel Trilogy I" (cancelled movie trilogy: George Lucas)*

"Post Sequel Trilogy I Episode I" (canceled movie: George Lucas)*

"Post Sequel Trilogy I Episode II" (canceled movie: George Lucas)*

"Post Sequel Trilogy I Episode III" (canceled movie: George Lucas)*

"Post-Sequel Trilogy II" (cancelled movie trilogy: George Lucas)*

"Post Sequel Trilogy II Episode I" (canceled movie: George Lucas)*

"Post Sequel Trilogy II Episode II" (canceled movie: George Lucas)*

"Post Sequel Trilogy II Episode III" (canceled movie: George Lucas)*

***NOTE: The inclusion of these items and the reasons behind them are a long and drawn out. If you wish to learn about what they are and why they are included, please go to the FAQ Section for the “*You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?*” question.**

5.4--Fourth Level Canonical Timeline

THE FOURTH LEVEL CANONICAL TIMELINE

32 BSW4

The Prequel Trilogy (movie trilogy: George Lucas)

Star Wars: Episode I--"The Phantom Menace" (movie: George Lucas)

The Prequel Novelization Trilogy (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)

Star Wars: Episode I--"The Phantom Menace" (novel: Terry Brooks)

Chapters 1 – 24

22 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)

Star Wars: Episode II—“Attack of the Clones” (movie: George Lucas) [forthcoming]

The Prequel Novelization Trilogy [continued] (novel trilogy: Terry Brooks & R. A. Salvatore & Unknown)

Star Wars: Episode II—“Attack of the Clones” (novel: R. A. Salvatore) [forthcoming]

20 - 18 BSW4

The Prequel Trilogy [continued] (movie trilogy: George Lucas)
Star Wars: Episode III (movie: George Lucas) [forthcoming]
The Prequel Novelization Trilogy [continued] (novel trilogy: Terry
Brooks & R. A. Salvatore & Unknown)
Star Wars: Episode III (novel: Unknown) [forthcoming]

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)
The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett &
Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)
The Novelization Trilogy (novel trilogy: George Lucas & Alan Dean Foster
& Donald F. Glut & James Kahn)
Star Wars: From the Adventures of Luke Skywalker (novel: George Lucas &
Alan Dean Foster)
Prologue
Chapters 1 – 13
The Radio Drama Trilogy (radio drama trilogy: Brian Daley)
Star Wars (radio drama: Brian Daley)
A Wind to Shake the Stars
Point of Origin
Black Knight, White Princess and Pawns
While Giants Mark Time
Jedi That Was, Jedi To Be
The Millennium Falcon Deal
The Han Solo Solution
Death Star's Transit
Rogues, Rebels and Robots
The Luke Skywalker Initiative
The Jedi Nexus
The Case for Rebellion
Force and Counter Force

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh
Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett &
Lawrence Kasdan & George Lucas)
The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan
Dean Foster & Donald F. Glut & James Kahn)

Star Wars: The Empire Strikes Back (novel: Donald F. Glut)
Chapters 1 – 14
The Radio Drama Trilogy [continued] (radio drama trilogy: Brian Daley)
The Empire Strikes Back (radio drama: Brian Daley)
Freedom's Winter
The Coming Storm
A Question of Survival
Fire and Ice
The Millennium Falcon Pursuit
Way of the Jedi
New Allies, New Enemies
Dark Lord's Fury
Gambler's Choice
The Clash of Lightsabers

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)
The Novelization Trilogy [continued] (novel trilogy: George Lucas & Alan Dean Foster & Donald F. Glut & James Kahn)
Star Wars: Return of the Jedi (novel: James Kahn)
Prologue
Chapters 1 – 9
The Radio Drama Trilogy [continued] (radio drama trilogy: Brian Daley)
Return of the Jedi (radio drama: Brian Daley)
Tatooine Haunts
Fast Friends
Prophecies and Destinies
Pattern and Web
So Turns a Galaxy, So Turns a Wheel
Blood of a Jedi

24+ ASW4

The Sequel Trilogy (cancelled movie trilogy: George Lucas)*
Star Wars: Episode VII (cancelled movie: George Lucas)*
Star Wars: Episode VIII (cancelled movie: George Lucas)*
Star Wars: Episode IX (cancelled movie: George Lucas)*
"Post-Sequel Trilogy I" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy I Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy I Episode III" (canceled movie: George Lucas)*
"Post-Sequel Trilogy II" (cancelled movie trilogy: George Lucas)*
"Post Sequel Trilogy II Episode I" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode II" (canceled movie: George Lucas)*
"Post Sequel Trilogy II Episode III" (canceled movie: George Lucas)*

***NOTE: The inclusion of these items and the reasons behind them are a long and drawn out. If you wish to learn about what they are and why they are included, please go to the FAQ Section for the "*You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?*" question.**

SECTION VI

APOCRYPHA

Not everything that has been licensed as part of the Expanded Universe is part of the Official Continuity. Prime examples of licensed materials that fit this description are the Marvel Comics series, the *Rebel Assault* video games, and a multitude of children's books. This section is devoted to those "alternate reality" versions of the saga. Each of these alternate realities is given its own timeline. These timelines stand alone, but, as you'll see below, sometimes, like in the case of the Marvel Comics Timeline, they have a real sense of continuity and scope all their own.

(Please note that the Official materials included in the Apocryphal timelines below are used as "landmarks." Also note that *The Phantom Menace* is often left out of the timelines due to not having been released when the Apocryphal materials were.)

6.1--Book-based Timelines

THE CHOOSE YOUR OWN ADVENTURE TIMELINE

A Choose Your Own Adventure Star Wars *trilogy? WOOHOO! (You could never tell that I loved these things as a kid, could you?)*

SW4
Star Wars Choose Your Own Adventure Trilogy (CYOA book series: Christopher Golden et al)
A New Hope (CYOA book: Christopher Golden)

3 ASW4
Star Wars Choose Your Own Adventure Trilogy [continued] (CYOA book series: Christopher Golden et al)
The Empire Strikes Back (CYOA book: Unknown)

4 ASW4
Star Wars Choose Your Own Adventure Trilogy [continued] (CYOA book series: Christopher Golden et al)
Return of the Jedi (CYOA book: Unknown)

THE CHRONICLE BOOKS TIMELINE

Ah, more kids' books. As can be expected from the title, these books are from the Chronicle Books publishing company. These are little, itty-bitty suckers, though.

SW4

Chronicle Books Star Wars Prequel Trilogy (children's books: John Whitman)
Star Wars: Episode I—“The Phantom Menace” (children's book: John Whitman)

SW4

Chronicle Books Star Wars Trilogy (children's books: John Whitman)
Star Wars: A New Hope (children's book: John Whitman)

3 ASW4

Chronicle Books Star Wars Trilogy [continued] (children's books: John Whitman)
Star Wars: The Empire Strikes Back (children's book: John Whitman)

4 ASW4

Chronicle Books Star Wars Trilogy [continued] (children's books: John Whitman)
Star Wars: Return of the Jedi (children's book: John Whitman)

THE *DROIDS* AND *EWOKS* ADAPTATION TIMELINE

This is a case of stories being rewritten by people and placed into a continuity all their own. In this case, we're talking about the adaptations of the Droids *and* Ewok *cartoon series and the* Ewok *telemovies. The first item on the timeline was a children's book full of scratch-and-sniff pages and the like, as is* Fuzzy as an Ewok*. But then again, couldn't you tell?*

5+ BSW4

Shiny as a Droid (children's book: Virginia Holt)
Shiny as a Droid (children's book: Virginia Holt)

5 - 4 BSW4

Droid Adventures (children's book series: James Emily & Ellen Weiss & Bonnie Bogart)
The White Witch (children's book: James Emily)
Escape Into Terror (children's book: Unknown)
The Trigon . . . Unleashed (children's book: Unknown)
A Race to the Finish (children's book: Unknown)
The Lost Prince (children's book: Ellen Weiss)
The Pirates of Tarnooga (children's book: Ellen Weiss)
Escape from the Monster Ship (children's book: Bonnie Bogart)

4 - 0 BSW4

Fuzzy as an Ewok (children's book: Virginia Holt)
Fuzzy as an Ewok (children's book: Virginia Holt)
Ewok Adventures (children's book series: Larry Wienberg & Cathy East Dubowski & Melinda Luke & Helena Clare Pittman)
The Haunted Village (children's book: Unknown)
Wicket and the Dandelion Warriors (children's book: Larry Wienberg)
To Save Deej (children's book: Unknown)
The Shadowstone (children's book: Cathy East Dubowski)
Sunstar vs. Shadowstone (children's book: Unknown)
Wicket's Wagon (children's book: Unknown)

The Red Ghost (children's book: Melinda Luke)
Wicket Goes Fishing (Melinda Luke)
The Ewok Who Was Afraid (Helena Clare Pittman)

SW4
The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—“A New Hope” (movie: George Lucas)

0 - 3 ASW4
The Ewoks and the Lost Children (children's book: Amy Ehrlich)
The Ewoks and the Lost Children (children's book: Amy Ehrlich)

3 ASW4
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

3 - 4 ASW4
The Ring, the Witch, and the Crystal (children's book: Cathy East Dubowski)
The Ring, the Witch, and the Crystal (children's book: Cathy East Dubowski)

4 ASW4
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

THE *DROID DUO* TIMELINE

This is but one of Golden Books’ three Apocryphal timelines.

SW4 - 4 ASW4
Star Wars: R2-D2 and C-3PO--"Droid Duo" (children's book: Unknown)
Star Wars: R2-D2 and C-3PO--"Droid Duo" (children's book: Unknown)

THE FUN WORKS TIMELINE

More kids' books. These from Fun Works are different, though . . . some are scratch-and-sniff. (The two entries under 4 ASW4 are two different books, with the same name.)

SW4
Star Wars: A New Hope (children's book: Ken Steacy)
Star Wars: A New Hope (children's book: Ken Steacy)
Star Wars: Darth Vader's Mission--"The Search for the Secret Plans" (children's book: Jane Paley)
Star Wars: Darth Vader's Mission--"The Search for the Secret Plans" (children's book: Jane Paley)
Star Wars: R2-D2's Mission--"A Little Hero's Journey" (children's book: Jane Paley)

Star Wars: R2-D2's Mission--"A Little Hero's Journey" (children's book: Jane Paley)
Star Wars: A More Wretched Hive--"The Mos Eisley Cantina" (children's book: Unknown)
Star Wars: A More Wretched Hive--"The Mos Eisley Cantina" (children's book: Unknown)

0 - 3 ASW4

Star Wars: Han Solo's Rescue Mission (children's book: John Whitman)
Star Wars: Han Solo's Rescue Mission (children's book: John Whitman)
Star Wars: Luke Skywalker's Race Against Time (children's book: John Whitman)
Star Wars: Luke Skywalker's Race Against Time (children's book: John Whitman)

3 ASW4

Star Wars: The Empire Strikes Back (children's book: John Whitman)
Star Wars: The Empire Strikes Back (children's book: John Whitman)

4 ASW4

Star Wars: Return of the Jedi (children's book: Unknown)
Star Wars: Return of the Jedi (children's book: Unknown)
Star Wars: Return of the Jedi (children's book: Unknown)
Star Wars: Return of the Jedi (children's book: Unknown)

THE *FURTHER ADVENTURES* TIMELINE

Sometimes, not only do movies get adapted and expanded upon, but those expansion stories get adapted. This is just what happened when two issues of Marvel Comics' Star Wars *timeline, "Plif!" and "Droid World!," became the two children's books below.*

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

3 - 4 ASW4

Star Wars: The Further Adventures (children's book series: Archie Goodwin & David Michelinie)
Droid World (children's book: Archie Goodwin)
Planet of the Hoojibs (children's book: David Michelinie)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

3 ASW4
The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4
The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

THE GOLDEN BOOKS TIMELINE

Golden Books had many entries into children's book fare. This is but one of them, but it holds the distinction of having a pre-ANH story with Luke and his friends included.

0+ BSW4
Star Wars: Adventure in Beggar's Canyon (children's book: Unknown)
Star Wars: Adventure in Beggar's Canyon (children's book: Unknown)

SW4
Star Wars (children's book: Unknown)
Star Wars (children's book: Unknown)
Star Wars: A New Hope (children's book: Unknown)
Star Wars: A New Hope (children's book: Unknown)
Star Wars: Journey to Mos Eisley (children's book: Unknown)
Star Wars: Journey to Mos Eisley (children's book: Unknown)

3 ASW4
Star Wars: The Empire Strikes Back (children's book: Unknown)
Star Wars: The Empire Strikes Back (children's book: Unknown)
Star Wars: The Hoth Adventure (children's book: Unknown)
Star Wars: The Hoth Adventure (children's book: Unknown)
Star Wars: Meltdown on Hoth (children's book: Unknown)
Star Wars: Meltdown on Hoth (children's book: Unknown)

THE *LOST JEDI* TIMELINE

Unlike most "choose your own adventure" books, these Star Wars *books of the same type actually were meant to form a coherent 2-part story.*

1 - 0 BSW4
The Lost Jedi (CYOA book series: Paul Cockburn)
Jedi Dawn (CYOA book: Paul Cockburn)

SW4
The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

CONCURRENT TO SW5 (3 ASW4)
The Lost Jedi [continued] (CYOA book series: Paul Cockburn)
The Bounty Hunter (CYOA book: Paul Cockburn)

4 ASW4
The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

THE *LUKE SKYWALKER--JEDI KNIGHT* TIMELINE

This is another timeline from Golden Books. The interesting thing is . . . this one encompasses the entire original trilogy with one *children's book.*

SW4 - 4 ASW4
Star Wars: Luke Skywalker--"Jedi Knight" (children's book: Unknown)
Star Wars: Luke Skywalker--"Jedi Knight" (children's book: Unknown)

THE PLAY-A-SOUND TIMELINE

Remember those really cool toys from when you were younger? The books with the buttons for the sounds that you press when you read and hit a certain symbol? Well, why should Star Wars *be left out of a media that even the* Teenage Mutant Ninja Turtles *thrived in?*

SW4
Star Wars: A New Hope (children's book: Catherine McCafferty)
Star Wars: A New Hope (children's book: Catherine McCafferty)

THE POP-UP BOOK TIMELINE

Pop-up books are a staple of the young reader’s library. As such, we shouldn’t be surprised that there are quite a few for Star Wars.

0+ BSW4
The Mos Eisley Cantina Pop-Up Book (pop-up book: Kevin J. Anderson & Rebecca Moesta)
The Mos Eisley Cantina Pop-Up Book (pop-up book: Kevin J. Anderson & Rebecca Moesta)

SW4
Star Wars: Heroes in Hiding (pop-up book: Ken Steacy)
Star Wars: Heroes in Hiding (pop-up book: Ken Steacy)
Star Wars: The Death Star (pop-up book: John Whitman)
Star Wars: The Death Star (pop-up book: John Whitman)

3 ASW4
Star Wars: The Empire Strikes Back (pop-up book: Unknown)
Star Wars: The Empire Strikes Back (pop-up book: Unknown)

4 ASW4
Star Wars: Return of the Jedi (pop-up book: Unknown)
Star Wars: Return of the Jedi (pop-up book: Unknown)
Jabba's Palace Pop-Up Book (pop-up book: Kevin J. Anderson & Rebecca Moesta)
Jabba's Palace Pop-Up Book (pop-up book: Kevin J. Anderson & Rebecca Moesta)
Star Wars: Return of the Jedi--"Han's Solo's Rescue" (pop-up book: Kay Carroll)
Star Wars: Return of the Jedi--"Han's Solo's Rescue" (pop-up book: Kay Carroll)
Star Wars: Return of the Jedi--"The Ewoks Save the Day" (pop-up book: Unknown)
Star Wars: Return of the Jedi--"The Ewoks Save the Day" (pop-up book: Unknown)

THE *PRINCESS LEIA--REBEL LEADER* TIMELINE

And never leave it to a book company to leave a good thing as it is . . . Golden Books made yet another all-encompassing kids' book.

SW4 - 4 ASW4
Star Wars: Princess Leia--"Rebel Leader" (children's book: Unknown)
Star Wars: Princess Leia--"Rebel Leader" (children's book: Unknown)

THE RANDOM HOUSE TIMELINE

Another children's adaptation timeline (in this case, from the Random House publishing company), this timeline is partly comprised of a set of young reader novelizations which were sold with teacher's manuals, for the sole purpose of teaching children to read. I wish I had been in a school that used these . . .

32 BSW4
Star Wars: Episode I Step-into-Reading (children’s book series: Marc Cerasini & Jim K. Thomas & Nancy E. Krulik & Cecilia Venn)
Anakin’s Fate (children’s book: Marc Cerasini)
Star Wars: Episode I Lift-a-Flap (children’s book series: Kerry Milliron)
Jar Jar Binks (children’s book: Kerry Milliron)
Star Wars: Episode I Step-into-Reading [continued] children’s book series: Marc Cerasini & Jim K. Thomas & Nancy E. Krulik & Cecilia Venn)
Dangers of the Core (children’s book: Jim K. Thomas)
Jar Jar’s Mistake (children’s book: Nancy E. Krulik)
Star Wars: Episode I Lift-a-Flap [continued] (children’s book series: Kerry Milliron)
Anakin Skywalker (children’s book: Kerry Milliron)
Star Wars: Episode I (children’s book series: Alice Alfonsi)
Anakin’s Race for Freedom (children’s book: Alice Alfonsi)
Star Wars: Episode I Step-into-Reading [continued] children’s book series: Marc Cerasini & Jim K. Thomas & Nancy E. Krulik & Cecilia Venn)
Anakin to the Rescue (children’s book: Cecilia Venn)

SW4

Random House Presents Star Wars: Attack on Reading (children's book: Joel Hillman)
Random House Presents Star Wars: Attack on Reading (children's book: Joel Hillman)
The Star Wars Storybook (children's book: Geraldine Richelson)
The Star Wars Storybook (children's book: Geraldine Richelson)
Classic Star Wars: A New Hope (children's book series: Larry Weinberg & Jim Thomas)
A New Hope (children's book: Larry Weinberg)
Luke's Fate (children's book: Jim Thomas)
Classic Star Wars ("lift the flap" book: Cynthia Alvarez)
A New Hope ("lift the flap" book: Cynthia Alvarez)

0 - 3 ASW4

Star Wars: The Droid Dilemma (children's book: Unknown)
Star Wars: The Droid Dilemma (children's book: Unknown)
Star Wars: The Maverick Moon (children's book: Walter Wright)
Star Wars: The Maverick Moon (children's book: Walter Wright)
Star Wars: The Mystery of the Rebellious Robot (children's book: Mark Corcoran)
Star Wars: The Mystery of the Rebellious Robot (children's book: Mark Corcoran)

3 ASW4

Star Wars: The Empire Strikes Back Panorama Book (children's book: Unknown)
Star Wars: The Empire Strikes Back Panorama Book (children's book: Unknown)
Star Wars: The Empire Strikes Back Storybook (children's book: Shep Steneman)
Star Wars: The Empire Strikes Back Storybook (children's book: Shep Steneman)
Classic Star Wars: The Empire Strikes Back (children's book: Larry Weinberg)
Classic Star Wars: The Empire Strikes Back (children's book: Larry Weinberg)

4 ASW4

Star Wars: Return of the Jedi--The Storybook Based on the Movie (children's book: Joan D. Vinge)
Star Wars: Return of the Jedi--The Storybook Based on the Movie (children's book: Joan D. Vinge)
Classic Star Wars: Return of the Jedi (children's book: Elizabeth Levy)
Classic Star Wars: Return of the Jedi (children's book: Elizabeth Levy)

THE SCHOLASTIC TIMELINE

This is an Apocryphal adaptation of ANH from Scholastic.

SW4

Star Wars (children's book: J. J. Gardner)
Star Wars (children's book: J. J. Gardner)

THE *TRIOCULUS SAGA* TIMELINE

Basically, this saga was written immediately after Timothy Zahn's Thrawn Trilogy *was released in 1991 It was meant to answer some questions, such as how Leia Organa and Han Solo were married, but with the release of* The Courtship of Princess Leia *and the solidifying of the lines of what is and is not Official, it found itself tossed out into the realm of Apocrypha, much to some fans' confusion. The stories have since been referenced in passing in some materials, such as the* Essential Chronology*. This simply means that event similar to those in this alternate reality also took place within the Official Continuity. It does* not *mean that the series itself is Official. So, did the Prophets of the Dark Side make a bid for power? Yes. Did the adventures end in Han and Leia being married 5 ASW4? No. You can find further comments in the Official Continuity Timeline when such crossover events are mentioned.*

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

5 ASW4

The Trioculus Saga (youth novel series: Paul Davids & Hollace Davids)

The First Trioculus Trilogy (youth novel trilogy: Paul Davids & Hollace Davids)

- The Glove of Darth Vader (youth novel: Paul Davids & Hollace Davids)
  - The Adventure Continues . . .
  - Droids on a Mission
  - Lightning Power of the Dark Side
  - The Seven Words of Trioculus
  - Endangered Whaladons
  - Captain Dunwell's Discovery
  - Ten Minutes to Self-Destruct
  - The Captain's Reward
- The Lost City of the Jedi (youth novel: Paul Davids & Hollace Davids)
  - The Adventure Continues . . .
  - The Bomb and the Dream
  - Ken's Secret Journey
  - Flying with the Force
  - The Dark Blessing
  - A Path of Fire
  - A Healer's Secret
  - The Secret Code of Obi-Wan Kenobi
- Zorba the Hutt's Revenge (youth novel: Paul Davids & Hollace Davids)
  - The Adventure Continues . . .
  - The Droidfest of Tatooine
  - The Return of Zorba
  - Han Solo's Housewarming Party
  - A Friendly Game of Sabacc

Trioculus' Factory Barge
A Tale of Two Captives
The Battle for Princess Leia
Revenge at Last!
The Second Trioculus Trilogy (youth novel trilogy: Paul Davids & Hollace Davids)
Mission from Mount Yoda (youth novel: Paul Davids & Hollace Davids)
The Adventure Continues . . .
Dark Prophecies
The Dragon Pack on Yoda's Back
The Scheme of the Grand Moffs
The Golden Crown
Destination Duro
Near the Valley of Royalty
The Search for the Secret Cavern
The Imperial Attack
Queen of the Empire (youth novel: Paul Davids & Hollace Davids)
The Adventure Continues . . .
Project Decoy
Rockslide on Chad
Han Solo's Big Plans
Hologram Fun World
The Disappearance
The Mofference
Trioculus Restored
The Imperial Wedding
Prophets of the Dark Side (youth novel: Paul Davids & Hollace Davids)
The Adventure Continues . . .
The Final Hour
Return to the Lost City
A Time for Feasting
The Trial of the Grand Moffs
Web of Disaster
Ken's Destiny
The Red Carpet

5 ASW4

The Thrawn Trilogy (novel trilogy: Timothy Zahn)
Heir to the Empire (novel: Timothy Zahn)
Chapters 1 – 32
The Thrawn Trilogy Comic Adaptation (comic trilogy: Mike Baron & Timothy Zahn)
Heir to the Empire (comic series: Mike Baron & Timothy Zahn)
Heir to the Empire, Part I (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part II (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part III (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part IV (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part V (comic: Mike Baron & Timothy Zahn)
Heir to the Empire, Part VI (comic: Mike Baron & Timothy Zahn)
The Thrawn Trilogy [continued] (novel trilogy: Timothy Zahn)
Dark Force Rising (novel: Timothy Zahn)
Chapters 1 – 29
The Thrawn Trilogy Comic Adaptation [continued] (comic trilogy: Mike Baron & Timothy Zahn)

Dark Force Rising (comic series: Mike Baron & Timothy Zahn)
Dark Force Rising, Part I (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part II (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part III (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part IV (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part V (comic: Mike Baron & Timothy Zahn)
Dark Force Rising, Part VI (comic: Mike Baron & Timothy Zahn)
The Thrawn Trilogy [continued] (novel trilogy: Timothy Zahn)
The Last Command (novel: Timothy Zahn)
Chapters 1 – 29
The Thrawn Trilogy Comic Adaptation [continued] (comic trilogy: Mike Baron &
Timothy Zahn)
The Last Command (comic series: Mike Baron & Timothy Zahn)
The Last Command, Part I (comic: Mike Baron & Timothy Zahn)
The Last Command, Part II (comic: Mike Baron & Timothy Zahn)
The Last Command, Part III (comic: Mike Baron & Timothy Zahn)
The Last Command, Part IV (comic: Mike Baron & Timothy Zahn)
The Last Command, Part V (comic: Mike Baron & Timothy Zahn)
The Last Command, Part VI (comic: Mike Baron & Timothy Zahn)

THE WOOKIEE STORYBOOK TIMELINE

Remember Lumpy? This is yet another story about him. Consider it like the Kashyyyk scenes in the Holiday Special *. . . but worse.*

0+ BSW4

The Wookiee Storybook (children's book: Patricia Wynne)
The Wookiee Storybook (children's book: Patricia Wynne)

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

6.2--Comic-based Timelines

THE *A DEATH STAR IS BORN* TIMELINE

This is by far my favorite Apocryphal story from Star Wars Tales*, thus far. Fan film great Kevin Rubio (*Troops*) wrote this story,* A Death Star is Born*, and between the artwork and the writing, it makes for a hilarious take on Tarkin's presentation of the* Death Star *project to Palpatine. "Gentlemen. Can I get you anything? Coffee? Water?" Ah, good ol' Palpatine. Such a kind host . . . You can find this story in* Star Wars Tales *#4.*

0+ BSW4

A Death Star is Born (SWT4 short story: Kevin Rubio)

A Death Star is Born (SWT4 short story: Kevin Rubio)

THE *ART OF AL WILLIAMSON* TIMELINE

Al Williamson was originally working on an adaptation of ANH when Russ Manning ended up starting work on the newspaper strips, cutting Williamson out of the action. The unfinished comic was reprinted in The Art of Al Williamson*.*

SW4

"The Art of Al Williamson Comic" (comic: Al Williamson)

"The Art of Al Williamson Comic" (comic: Al Williamson)

THE *COMICS-TO-COLOR* TIMELINE

Golden Books printed this book in 1997, which featured a comic based on the first Ewok encounter in ROTJ.

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

Comics-to-Color: An Ewok Adventure (comic: Golden Books)

Comics-to-Color: An Ewok Adventure (comic: Golden Books)

THE *CONTEMPORARY MOTIVATORS* TIMELINE

Rich Handley called this comic and filmstrip combo (used in the classroom) the "Holy Grail" for Star Wars *comic collectors.*

SW4

Contemporary Motivators: Star Wars (comic: Linda Cadrain & Charles Nicholas)

Contemporary Motivators: Star Wars (comic: Linda Cadrain & Charles Nicholas)

THE DARK HORSE EDITORIAL TIMELINE

I call this the Dark Horse Editorial Timeline because the only stories that are included are the small little comedic blurbs in various Dark Horse Star Wars *comics, which combine editorial*

comments by the creators with forays into Star Wars *humor. Check out the actual issues to see what I mean.*

Circa 2000 A.D./C.E.

“More Lightsaber Fights” (SWT4 short story: Dave Land)
“More Lightsaber Fights” (SWT4 short story: Dave Land)
“Frozen Dave Land” (BFAOD short story: Dave Land)
“Frozen Dave Land” (BFAOD short story: Dave Land)
“Allan Kausch and the AT-ST” (SWT6 short story: Dave Land)
“Allan Kausch and the AT-ST” (SWT6 short story: Dave Land)
Baby Darth Maul Goes to the Dentist! (SWT7 short story: Dave Land)
Baby Darth Maul Goes to the Dentist! (SWT7 short story: Dave Land)
“Darth Vader and Darth Maul Practice” (SWT8 short story: Dave Land)
“Darth Vader and Darth Maul Practice” (SWT8 short story: Dave Land)

THE *DEVILWORLDS* TIMELINE

These stories were commissioned in the early 1980s by Marvel, U.K. for their Star Wars: The Empire Strikes Back *black-and-white magazine. Their contents make them a separate story from the "official" continuity. Lucasfilm has stated that these stories are not "official," but Dark Horse Comics reprinted them as a "curiosity" in 1996 within a two issue mini-series known as* Classic Star Wars: Devilworlds*. This is just another case of what "might have been." One might also find it curious that* Return of the Jedi *may not have occurred in this timeline.*

5 BSW4

Classic Star Wars: Devilworlds (comic series: Steve Moore & Alan Moore & Steve Parkhouse)
The Flight of the Falcon (comic: Steve Parkhouse)

SW4

Star Wars: Episode IV--”A New Hope” (movie: George Lucas)
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

0 - 2 ASW4

Classic Star Wars: Devilworlds [continued] (comic series: Steve Moore & Alan Moore & Steve Parkhouse)
Death-Masque (comic: Steve Moore)
Dark Lord's Conscience (comic: Alan Moore)
Dark Knight's Devilry (comic: Steve Moore)
Rust Never Sleeps (comic: Alan Moore)
The Pandora Effect (comic: Alan Moore)

3 ASW4

Classic Star Wars: Devilworlds [continued] (comic series: Steve Moore & Alan Moore & Steve Parkhouse)
Tilotny Throws a Shape (comic: Alan Moore)

3 ASW4

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

3+ ASW4

Classic Star Wars: Devilworlds [continued] (comic series: Steve Moore & Alan Moore & Steve Parkhouse)
Blind Fury (comic: Alan Moore)

THE *FORCE FICTION* TIMELINE

Kevin Rubio, best known for Troops*, hits yet another hilarious mark with* Force Fiction*, a take on how Yoda and Mace Windu change their minds about Anakin Skywalker's training between the Battle of Naboo and Obi-Wan Kenobi's promotion later in TPM.*

32 SW4

Force Fiction (SWT7 short story: Kevin Rubio)
Force Fiction (SWT7 short story: Kevin Rubio)

THE *FORTUNE, FATE, AND THE NATURAL HISTORY OF THE SARLACC* TIMELINE

This story could've been a very interesting, very cool way of telling the origin of the sarlacc in the Pit of Carkoon. There's only one problem: we have already heard countless stories of people fed to that particular sarlacc centuries before Boba Fett ended up inside, so there's no way that it could've just recently emerged at the Pit of Carkoon during Fett's lifetime. Eh, nice art at least.

SW4 – 4 ASW4

Fortune, Fate, and the Natural History of the Sarlacc (SWT6 short story: Mark Schultz)
Fortune, Fate, and the Natural History of the Sarlacc (SWT6 short story: Mark Schultz)

THE *HIDDEN* TIMELINE

This Star Wars Tales *story is quite intriguing. It includes a probe droid finding Yoda on Dagobah, and Yoda taking it out with a purple lightsaber. Unfortunately, the editors make it quite clear in the opening to the issue that the story is not Official. Oh well . . .*

3 ASW4

The Hidden (SWT6 short story: Sean Konot & Scott Morse)
The Hidden (SWT6 short story: Sean Konot & Scott Morse)

THE *HOTH* CARTOON TIMELINE

In this Apocryphal 2-page comic strip, a poor Imperial probe droid is captured by a wampa on Hoth and finds itself in the same situation Luke does in ESB. You can find this story in Star Wars Tales *#5. (It is presumed that this story is Apocryphal since it's a humor strip. It* could *be considered Official, I suppose, if we assumed probe droids have emotional programs, as protocol and astromech droids do.)*

3 ASW4

Hoth (SWT5 short story: Tony Millionaire)
Hoth (SWT5 short story: Tony Millionaire)

THE *HOT TIME IN THE COLD TOWN TONITE* TIMELINE

I must be the only person who doesn't find the Max Rebo Band at all amusing because there sure are a lot of little parody comics about them. Oh well, as long as it's Apocryphal . . ..

SW4 – 4 ASW4

A Hot Time in the Cold Town Tonite! (SWT6 short story: Ian Edginton)

A Hot Time in the Cold Town Tonite! (SWT6 short story: Ian Edginton)

THE *INFINITIES: A NEW HOPE* TIMELINE

This looks like it will be one of the most interesting Star Wars *titles in years. It is said to be an alternate reality* Star Wars *saga (on purpose this time), where Luke's torpedoes in ANH miss their mark and history takes a dramatic new path. I can't wait!*

SW4

Infinities (comic series: Chris Warner & Drew Johnson & Jim Royal)

A New Hope (comic series: Chris Warner & Drew Johnson & Jim Royal)

A New Hope, Part I (comic: Chris Warner & Drew Johnson & Jim Royal)

A New Hope, Part II (comic: Chris Warner & Drew Johnson & Jim Royal)

A New Hope, Part III (comic: Chris Warner & Drew Johnson & Jim Royal) [forthcoming]

A New Hope, Part IV (comic: Chris Warner & Drew Johnson & Jim Royal) [forthcoming]

THE *JEDI CHEF* TIMELINE

Micah Giiet and Plo Koon in a cooking contest with a Hutt's chef droid. Is it just me, or has Micah gotten fatter? This story was also called Pizza Hutt.

32+ SW4

Jedi Chef (SWT7 short story: Randy Stradley)

Jedi Chef (SWT7 short story: Randy Stradley)

THE *JUNKHEAP HERO* TIMELINE

Sergio Aragones lends his art to another Star Wars Tales *story. This time, the story, by Mark Evanier, gives us a fake R2-D2 and C-3PO left on Tatooine for months.*

0 - 3 ASW4

Junkheap Hero (SWT6 short story: Mark Evanier)

Junkheap Hero (SWT6 short story: Mark Evanier)

THE *KENNER COMIC* TIMELINE

This untitled Kenner comic book features the search for the droids in ANH, in order to sell toys.

SW4

Kenner Comic (comic: Unknown)

Kenner Comic (comic: Unknown)

THE *LIGHT SIDE/DARK SIDE* TIMELINE

Continuing the tongue-in-cheek humor of some of the Star Wars Tales *stories,* Star Wars Gamer *gets into the act with* Light Side/Dark Side*.*

SW4

Light Side/Dark Side (G1 short story: Aaron Williams)
Light Side/Dark Side (G1 short story: Aaron Williams)

THE MARVEL TIMELINE

Until Lucasfilm approved the creation of an Official continuation for the Star Wars *saga, it was assumed that this storyline was the one to go by when viewing the saga beyond the films. This series grew to contain more than 100 issues, but when the Official Continuity was created, the entire storyline became Apocryphal, except for issues reprinted by Dark Horse into Officiality. Of the apocryphal or "alternate" timelines for the* Star Wars *saga, this is the largest and, some would say, most intriguing. One would also want to note that since the Marvel series adapts the original films, the films themselves are not considered a part of this timeline, just the adaptations thereof.*

(Please note that as of recent LucasBooks comments, this timeline is to be added to the Official Continuity very soon. I just have to have time to get around to it and get through the issues. Please be patient with me.)

25 BSW4

Star Wars (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

Silent Drifting (comic: Mary Jo Duffy)

25 - 0 BSW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

The Sound of Armageddon! [flashback] (comic: Archie Goodwin)
Crucible! (comic: Archie Goodwin & Chris Claremont)

SW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

Star Wars (comic: Roy Thomas)
Star Wars: Six Against the Galaxy (comic: Roy Thomas)
Star Wars: Death Star! (comic: Roy Thomas)
Star Wars: In Battle with Darth Vader (comic: Roy Thomas)
Star Wars: Lo, the Moons of Yavin (comic: Roy Thomas)

0 - 3 ASW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

New Planets, New Perils! (comic: Roy Thomas & Howard Chaykin)
Eight For Aduba-3 (comic: Roy Thomas & Howard Chaykin)
Showdown on a Wasteland World (comic: Roy Thomas)
Behemoth of the World Below (comic: Roy Thomas & Howard Chaykin & Don Glut)
Star Search! (comic: Archie Goodwin)
Doomworld! (comic: Archie Goodwin)
Day of the Dragon Lords! (comic: Archie Goodwin)
The Sound of Armageddon! [continued] (comic: Archie Goodwin)
Star Duel! (comic: Archie Goodwin)
The Hunter! (comic: Archie Goodwin)
The Empire Strikes! (comic: Archie Goodwin)
The Ultimate Gamble! (comic: Archie Goodwin)
Deathgame (comic: Archie Goodwin)
Shadow of a Dark Lord! (comic: Archie Goodwin)
To the Last Gladiator! (comic: Archie Goodwin)
Flight into Fury! (comic: Archie Goodwin)
Siege [*sic*] at Yavin! (comic: Archie Goodwin)
Doom Mission! (comic: Archie Goodwin)
Return of the Hunter (comic: Archie Goodwin)
What Ever [*sic*] Happened to Jabba the Hut [*sic*]? (comic: Archie Goodwin)
Dark Encounter (comic: Archie Goodwin)
A Princess Alone! (comic: Archie Goodwin)
Return to Tatooine! (comic: Archie Goodwin)
The Jawa Express (comic: Archie Goodwin)
The Long Hunt (comic: Chris Claremont)
Saber Clash! (comic: Archie Goodwin)
Thunder in the Stars! (comic: Archie Goodwin)
Dark Lord's Gambit! (comic: Archie Goodwin)
Red Queen Rising! (comic: Archie Goodwin)
In Mortal Combat! (comic: Archie Goodwin)
Riders in the Void! (comic: Archie Goodwin & Michael Golden)

3 ASW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

Star Wars: The Empire Strikes Back (comic: Archie Goodwin)
The Empire Strikes Back (comic: Archie Goodwin)
Chapter Two: Battleground Hoth! (comic: Archie Goodwin)
Chapter Three: Imperial Pursuit! (comic: Archie Goodwin)
Chapter Four: To Be a Jedi! (comic: Archie Goodwin)
Chapter Five: Betrayal at Bespin (comic: Archie Goodwin)
Chapter Six: Duel a Dark Lord! (comic: Archie Goodwin)

3 - 4 ASW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie & Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

The Dreams of Cody Sunn-Childe! (comic: Wally Lombego)
Droid World! (comic: Archie Goodwin)
The Third Law (comic: Larry Hama)
The Last Jedi! (comic: Mike W. Barr)
The Crimson Forever! (comic: Archie Goodwin)
Resurrection of Evil (comic: David Michelinie)
To Take the Tarkin (comic: David Michelinie)
The Last Gift from Alderaan (comic: Chris Claremont)
Starfire Rising! (comic: Chris Claremont)
Plif! (comic: Archie Goodwin)
Coffin in the Clouds (comic: David Michelinie & Walter Simonson)
Hello, Bespin, Good-Bye! (comic: David Michelinie & Walter Simonson)
Sundown! (comic: David Michelinie & Walter Simonson)
Bazarre (comic: David Michelinie & Walter Simonson)
Shira's Story (comic: David Michelinie & Walter Simonson)
Screams in the Void (comic: David Michelinie & Walter Simonson)
Pariah! (comic: David Michelinie & Walter Simonson)
The Mind Spider! (comic: David Michelinie & Walter Simonson)
Serphidian Eyes! (comic: David Michelinie & Walter Simonson)
Golrath Never Forgets! (comic: David Michelinie & Walter Simonson)
Shadeshine! (comic: David Michelinie)
The Water Bandits! (comic: David Michelinie)
The Darker (comic: David Michelinie)
The Search Begins (comic: David Michelinie)
Death in the City of Bone! (comic: David Michelinie)
The Stenax Shuffle (comic: Mary Jo Duffy)
Return to Stenos (comic: Jo Duffy)
Fool's Bounty (comic: Jo Duffy)
Lahsbane (comic: Jo Duffy)
The Iskalon Effect (comic: Jo Duffy)
Tidal (comic: Jo Duffy)
Artoo-Deetoo to the Rescue (comic: Jo Duffy)
Chanteuse of the Stars (comic: Jo Duffy)
Hoth Stuff (comic: David Michelinie & Bob Layton)
The Apprentice (comic: Jo Duffy)
The Big Con (comic: Jo Duffy)
Ellie (comic: Jo Duffy)
The Alderaan Factor! (comic: Randy Stradley)

4 ASW4

Star Wars: Return of the Jedi (comic series: Archie Goodwin)

Chapter One: In the Hands of Jabba the Hutt (comic: Archie Goodwin)
Chapter Two: The Emperor Commands (comic: Archie Goodwin)
Chapter Three: Mission to Endor! (comic: Archie Goodwin)
Chapter Four: The Final Duel! (comic: Archie Goodwin)

4 - 4.1 ASW4

Star Wars [continued] (comic series: Roy Thomas & Howard Chaykin & [Mary] Jo Duffy & Don Glut & Archie Goodwin & Chris Claremont & Michael Golden & Wally Lombego & Larry Hama & Mike W. Barr & David Michelinie &

Walter Simonson & Bob Layton & Linda Grant & Randy Stradley & Roy Richardson & Ann Nocenti)

Jawas of Doom (comic: Jo Duffy)
Diplomacy (comic: Jo Duffy)
Sweetheart Contract (comic: Linda Grant)
Seoul Searching (comic: Roy Richardson)
The Hero (comic: Jo Duffy)
Still Active After All These Years . . . (comic: Jo Duffy)
Figurehead (comic: Jo Duffy)
I'll See You in the Throne Room (comic: Ann Nocenti)
The Choice! (comic: Jo Duffy)
Wookiee World (comic: Jo Duffy)
The Dream (comic: Jo Duffy)
Catspaw (comic: Jo Duffy)
Small Wars (comic: Jo Duffy)
No Zeltrons (comic: Jo Duffy)
Duel With a Dark Lady (comic: Jo Duffy)
Escape (comic: Jo Duffy)
Supply and Demand (comic: Archie Goodwin)
Touch of the Goddess (comic: Jo Duffy)
First Strike (comic: Jo Duffy)
Far, Far Away (comic: Jo Duffy)
School Spirit! (comic: Jo Duffy)
Tai (comic: Jo Duffy)
Nagais and Dolls (comic: Jo Duffy)
The Party's Over (comic: Jo Duffy)
My Hiromi! (comic: Jo Duffy)
All Together Now (comic: Jo Duffy)

THE MARVEL/PIZZAZ TIMELINE

Talk about a convoluted mess! This timeline contains (follow me on this) five stories . . . published in two different mediums . . . with two of the five stories being multiple parts themselves . . . and two of the parts were from a serial magazine. Three of the stories come from a four-story Trade Paperback called The Marvel Comics Illustrated Version of Star Wars*. The fourth story is a 9-part story from* Pizzaz *magazine, with the fifth story being an 8-parter from the same publication. The 9-part story was reprinted for the official continuity as* Star Wars *#0, though the timeframe was changed.*

0+ BSW4

Star Wars (comic series: Archie Goodwin)

Wookiee! (comic: Archie Goodwin)
Weapons Master! [flashbacks] (comic: Archie Goodwin)

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

SW4 - 3 ASW4

Star Wars [continued] (comic series: Archie Goodwin)

The Day After the Death Star! (comic: Archie Goodwin)
Weapons Master! (comic: Archie Goodwin)

Pizzaz Star Wars Story (comic series: Roy Thomas)

"Pizzaz Star Wars Story, Part I" (comic: Roy Thomas)*
"Pizzaz Star Wars Story, Part II (comic: Roy Thomas)*
Dread Discovery! (comic: Roy Thomas)
A Matter of Monsters! (comic: Roy Thomas)
Pursuit Among the Ruins! (comic: Roy Thomas)
Do You Know What Your Children Are? (comic: Roy Thomas)
Caverns of Mystery! (comic: Archie Goodwin)
The Keeper's Secret! (comic: Archie Goodwin)
The Final Fury! (comic: Archie Goodwin)

Pizzaz Star Wars Story Number Two (comic series: Archie Goodwin)

The Kingdom of Ice! (comic: Archie Goodwin)
The Snow Demons! (comic: Archie Goodwin)
Treachery! (comic: Archie Goodwin)
Death Trap! (comic: Archie Goodwin)
Snow Fury! (comic: Archie Goodwin)
The Ice Worm Cometh! (comic: Archie Goodwin)
Showdown (comic: Archie Goodwin)
War on Ice! (comic: Archie Goodwin)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

THE *MIXED-UP DROID* TIMELINE

T.W. Kids put out this comic-and-tape combo by John Whitman and Ryder Windham.

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

0 – 3 BSW4

The Mixed-Up Droid (comic: John Whitman & Ryder Windham)

The Mixed-Up Droid (comic: John Whitman & Ryder Windham)

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

THE *ROCKET'S BLAST* TIMELINE

Rocket's Blast Comic Collector *#139 featured this comic adaptation of the Cantina scene using info from the film and novelization.*

SW4

"Cantina Scene" (RB139 comic: Kerry Grammill)
"Cantina Scene" (RB139 comic: Kerry Grammill)

THE *SECRET ADVENTURES OF LUKE'S HAND* TIMELINE

When Anakin Solo has trouble sleeping not knowing the truth about why Luke has an artificial hand, Han makes up a story about how Luke's hand went on to fight a strange hand and foot version of the Galactic Civil War's climactic moments, so that Anakin can sleep. Since most of this story is just a tale Han makes up, it'd be easy to toss in as Official, but the story has Anakin at age four, seven years after ROTJ. Since he wasn't even born *until that year in the Official Continuity, this has to be an alternate timeline where Anakin was born four years earlier, only one year after ROTJ. You can find this story in* Star Wars Tales *#8.*

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

11 ASW4

The Secret Adventures of Luke's Hand (SWT8 short story: Henry Gilroy)
The Secret Adventures of Luke's Hand (SWT8 short story: Henry Gilroy)

THE *SKIPPY THE JEDI DROID* TIMELINE

Not every story in the Star Wars Tales *anthology comic series is Official.* Skippy the Jedi Droid *is one of the Apocryphal stories from the series. That said, it is still an interesting tale of the reasoning behind R5-D4's bad motivator.*

SW4

Skippy the Jedi Droid (SWT1 short story: Peter David)
Skippy the Jedi Droid (SWT1 short story: Peter David)

THE *SPARE PARTS* TIMELINE

Not every story in the Star Wars Tales *anthology comic series is Official. In the case of* Spare Parts*, it's fairly easy to see why. The story is a comic romp (and I use the term "comic" very loosely) featuring an alternate version of R2-D2 and C-3PO being captured by Jawas, then escaping for a moment, dressed as Jawas.*

SW4

Spare Parts (SWT4 short story: Mark Evanier & Sergio Aragones)

Spare Parts (SWT4 short story: Mark Evanier & Sergio Aragones)

THE STAR COMICS TIMELINE

Back in the 1980s, Star Comics (a branch of Marvel Comics) created this Droids mini-series. The most interesting thing about it is that it presents the events of SW4 . . . through the eyes of R2-D2 and C-3PO. This timeline also came to incorporate Star Comics' series Ewoks *when the "Lost in Time" story crossed over from one series to the other.*

18 - 5 BSW4

Droids (comic series: Dave Manak & George Carragone)

The Destroyer (comic: Dave Manak)
The Ultimate Weapon! (comic: Dave Manak)
The Scarlet Pirate! (comic: Dave Manak)
Lost in Time (comic: Dave Manak)
Separated (comic: George Carragone)

5 - 0 BSW4

Ewoks (comic series: David Manak)

The Rainbow Bridge (comic: David Manak)
Rites of Power (comic: David Manak)
Flight to Danger (comic: David Manak)
Valley of Evil (comic: David Manak)
The Terrible Machine (comic: David Manak)
The Ice Demon (comic: David Manak)
The Perilous Laughing Spell (comic: David Manak)
Eye of the Kreegon (comic: David Manak)
The Underwater Kingdom (comic: David Manak)
The Demons of Endor: Lost in Time, Part 2 (comic: David Manak)
The Incredible Shrinking Princess (comic: David Manak)
The Thorn Monster (comic: David Manak)
The Black Cavern (comic: David Manak)
King for a Day (comic: David Manak)

SW4

Droids [continued] (comic series: Dave Manak & George Carragone)

Star Wars: According to the Droids (comic series: Dave Manak)

Star Wars: According to the Droids (comic: Dave Manak)
Book II: Darth Vader's Vengeance (comic: Dave Manak)
Book III: The Last Jedi (comic: Dave Manak)

THE *STAR WARS 3-D* TIMELINE

Blackthorne Comics published these stories in what was supposed to be a five-issue series of three-dimensional Star Wars *stories. Unfortunately (or fortunately, depending on your opinion of the series), it was cancelled after issue number 3.*

SW4
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

0 - 3 ASW4
Star Wars 3-D (comic series: Len Wein & John Stephenson)
Star Wars (comic: Len Wein)
Havoc on Hoth! (comic: Len Wein)
The Dark Side of Dantooine (comic: John Stephenson)

3 ASW4
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

THE *TAG AND BLINK ARE DEAD* TIMELINE

Kevin Rubio, who first encountered fans with his film Troops*, had his first Expanded Universe (albeit Apocryphal) story printed in* Star Wars Tales*, entitled* A Death Star is Born*. Now he crosses the premise of* Rosencrantz and Gildenstern are Dead *with* Star Wars *to bring us* Tag and Blink are Dead*.*

SW4 – 4 ASW4
Tag and Blink are Dead (comic series: Kevin Rubio)
Tag and Blink are Dead, Part I (comic: Kevin Rubio)
Tag and Blink are Dead, Part II (comic: Kevin Rubio)

THE *WHAT THEY CALLED ME* TIMELINE

This Apocryphal tale revolves around an egotistical researcher who has been spelunking on Tatooine, angling on Dagobah, and Tobogganing on Hoth, and who has now taken on the task of "enlightening" the Ewoks of Endor. Among other reasons why this is Apocryphal, one can find a Sony-esque boombox, television, cola, and Hanes-style underwear on our furry pals. Apocryphal . . . but damn funny. You can find this story in Star Wars Tales *#5 and an extended version that takes him to Kashyyyk in* Gamer *#4. (The latter bears the Infinities seal.)*

SW4 – 4 ASW4
What They Called Me (SWT5/G4 short story: Craig Thompson)
What They Called Me (SWT5/G4 short story: Craig Thompson)

THE *WORLD OF FIRE* TIMELINE

This timeline is derived from a story known as Star Wars 2: World of Fire*. It was published in the British* Star Wars Weekly *magazine and was then published in the U.S.* as The Marvel Comics Illustrated Version of Star Wars 2*. (Fans of* Star Trek *might recognize a familiar name on this timeline. Rest assured, it's not the same thing.)*

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

0 - 3 ASW4

Star Wars 2: World of Fire (comic series: Chris Claremont)
World of Fire! (comic: Chris Claremont)
The Word for World is Death! (comic: Chris Claremont)
The Guardian of Forever! (comic: Chris Claremont)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

6.3--Game-based Timelines

6.3.1—Board Game-based Timelines

THE *ASSAULT ON THE DEATH STAR* TIMELINE

This timeline is based on the Parker Brothers game Assault on the Death Star*. It is an interactive VCR board game, which means that as players take actions using the game board, pieces, and cards, they also watch a video with some brand-new* Star Wars *footage. For those who want to have as much of* the Star Wars *universe (in any incarnation) on video, this is a must-have. The gameplay isn't too bad either. The reason for its Apocrypha status becomes clear when you win the game by blowing up the* Death Star II *on its way to Endor.*

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

3 - 4 ASW4

Assault on the Death Star (VCR game: Christian Marnham)
Assault on the Death Star (VCR game: Christian Marnham)

THE *ESCAPE THE DEATH STAR* TIMELINE

Another game timeline, this one centers on the Star Wars: Escape the Death Star Action Figure Game *by Parker Brothers. It's a board game in which the players attempt to escape from the first* Death Star *during* A New Hope. *The most intriguing thing about this game is that the players move around with board with two special edition action figures created specifically for the game.*

SW4 - 4 ASW4
Escape the Death Star (game: Parker Brothers)
Escape the Death Star (game: Parker Brothers)

THE *GALACTIC BATTLE* TIMELINE

Another game timeline, this one centers on the game Electronic Galactic Battle by Tiger, a take-off of their earlier success with the Battleship game. "Hey, you sunk my battleship!" has now become "Hey, you hulled my Corvette!" Oh well.

SW4 - 4 ASW4
Electronic Galactic Battle (game: Tiger)
Electronic Galactic Battle (game: Tiger)

THE *STAR WARS MONOPOLY* TIMELINE

Yeah, yeah, I know, I know. If I'm going to be complete, though, I should mention it . . . Monopoly meets Star Wars*. Instead of a Galactic Civil War based on military battles, this one is based upon commerce. It's only a story if you allow it to be. The rulebook and several websites give it the credence of a backstory (that the Civil War is based on commerce and economies), so, technically, it is a* Star Wars *story. The same goes for the* Episode I *version.*

32 BSW4
Star Wars Monopoly (board/video games: Parker Brothers)
Star Wars: Episode I Monopoly (board/video game: Parker Brothers)

SW4 - 4 ASW4
Star Wars Monopoly [continued] (board/video games: Parker Brothers)
Star Wars Monopoly (board/video game: Parker Brothers)

6.3.2—Card Game-based Timelines

THE *CLASH OF THE LIGHTSABERS* TIMELINE

Clash of the Lightsabers *is not a CCG, per se, in that you do not collect booster packs or starter decks. It is more complicated, strategically speaking, than most regular card games, though. In the game, you and your opponent recreate the duel between Darth Maul and Qui-Gon Jinn in the Theed reactor core. It seems rather simple by CCG terms, but it can get addictive and is terrific for passing time.*

32 BSW4
Clash of the Lightsabers (card game: Hasbro)
Clash of the Lightsabers (card game: Hasbro)

THE *JEDI KNIGHTS CCG* TIMELINE

Calling this a timeline is tricky. According to Decipher, Jedi Knights *is meant to be a progressive story that players create each time they play. The story is to progress with each Expansion Set released. So, is it a timeline? Maybe. For the sake of completion, I'll present it.*

SW4 – 4 ASW4

Jedi Knights (CCG: Decipher)
Premiere (CCG: Decipher)
Scum and Villainy (CCG: Decipher)

THE *STAR WARS CCG* TIMELINE

Calling this a timeline is tricky. According to Decipher, the Star Wars Customizable Card Game *is meant to be a progressive story that players create each time they play. The story is to progress with each Expansion Set released. So, is it a timeline? Maybe. For the sake of completion, I'll present it.*

32 BSW4 – 4 ASW4

Star Wars Customizable Card Game (CCG: Decipher)
Tatooine (CCG: Decipher)
Coruscant (CCG: Decipher) [forthcoming]

SW4

Star Wars Customizable Card Game [continued] (CCG: Decipher)
First Anthology (CCG: Decipher)
Second Anthology (CCG: Decipher)
Third Anthology (CCG: Decipher)
Reflections (CCG: Decipher)
Reflections II (CCG: Decipher)
Skywalkers (CCG: Decipher) [forthcoming]
Jedi Masters (CCG: Decipher) [forthcoming]
Scoundrels (CCG: Decipher) [forthcoming]
Special Edition (CCG: Decipher)
Premiere (CCG: Decipher)
Premiere Two-Player Introductory Set (CCG: Decipher)
Enhanced Premiere (CCG: Decipher)
A New Hope (CCG: Decipher)
Revised A New Hope (CCG: Decipher)
Rebel Leader Cards (CCG: Decipher)
Rebel Leader Cards (CCG: Decipher)
Jedi Pack (CCG: Decipher)
Official Tournament Sealed Decks (CCG: Decipher)

3 ASW4

Star Wars Customizable Card Game [continued] (CCG: Decipher)
Hoth (CCG: Decipher)
Empire Strikes Back Introductory Two-Player Game (CCG: Decipher)
Revised Hoth (CCG: Decipher)
Dagobah (CCG: Decipher)
Revised Dagobah (CCG: Decipher)
Cloud City (CCG: Decipher)

Enhanced Cloud City (CCG: Decipher)

4 ASW4

Star Wars Customizable Card Game [continued] (CCG: Decipher)
Jabba's Palace (CCG: Decipher)
Enhanced Jabba's Palace (CCG: Decipher)
Jabba's Palace Sealed Deck (CCG: Decipher)
Endor (CCG: Decipher)
Death Star II (CCG: Decipher)

THE *YOUNG JEDI CCG* TIMELINE

Calling this a timeline is tricky. According to Decipher, Young Jedi *is meant to be a progressive story that players create each time they play. The story is to progress with each Expansion Set released. So, is it a timeline? Maybe. For the sake of completion, I'll present it.*

32 BSW4

Young Jedi (CCG: Decipher)
Introductory Set (CCG: Decipher)
Reflections (CCG: Decipher) [forthcoming]
Menace of Darth Maul (CCG: Decipher)
Enhanced Menace of Darth Maul (CCG: Decipher)
Boonta Eve Podrace (CCG: Decipher) [forthcoming]
The Jedi Council (CCG: Decipher)
The Battle of Naboo (CCG: Decipher)
Enhanced Battle of Naboo (CCG: Decipher)
Duel of the Fates (CCG: Decipher)

6.3.3—Video Game-based Timelines

THE *ANAKIN'S SPEEDWAY* TIMELINE

Lucas Learning teams education with podracing. "Now this *is learning!"*

32 BSW4

Anakin's Speedway (video game: Lucas Learning)
Anakin's Speedway (video game: Lucas Learning)

THE ATARI 2600 TIMELINE

Ah, they may not have been masterpieces, but in their day, they were the proverbial royalty of the Star Wars *gaming fare! This timeline consists of the classic* Star Wars *Atari games from years gone by. Oh, what a simpler time . . . a joystick with only one button--and an orange one at that!*

SW4

Star Wars: Jedi Arena (video game: Parker Brothers)
Star Wars: Jedi Arena (video game: Parker Brothers)

3 ASW4

The Empire Strikes Back (video game: Parker Brothers)

The Empire Strikes Back (video game: Parker Brothers)

4 ASW4
Return of the Jedi: Death Star Battle (video game: Parker Brothers)
Return of the Jedi: Death Star Battle (video game: Parker Brothers)

THE ATARI 5200 TIMELINE

The Atari 5200 played host to an adaptation of the Death Star Battle *game which was released to finish off the Atari 2600 trilogy on that system.*

SW4
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

3 ASW4
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4
Return of the Jedi: Death Star Battle (video game: Parker Brothers)
Return of the Jedi: Death Star Battle (video game: Parker Brothers)

THE ATARI ARCADE TIMELINE

This was the first and one of the best Star Wars *arcade game series. Wire-frame models galore, with a complete change of pace to a top-view ROTJ game.*

SW4
Star Wars: The Arcade Game (video game series: Atari)
Star Wars: The Arcade Game (video game: Atari)
Stage 1: TIE Fighters
Stage 2: Outer Defenses
Stage 3: The Trench

3 ASW4
Star Wars: The Arcade Game [continued] (video game series: Atari)
Star Wars: The Arcade Game--"The Empire Strikes Back" (video game upgrade kit: Atari)
Stage 1: Probe Droids
Stage 2: AT-ATs and AT-STs
Stage 3: TIE Fighters
Stage 4: Asteroids

4 ASW4
Star Wars: The Arcade Game [continued] (video game series: Atari)
Star Wars: The Arcade Game--"Return of the Jedi" (video game: Atari)
Stage 1: Speederbike
Stage 2: AT-ST/Millennium Falcon
Stage 3: Inside the Death Star

THE ATARI ARCADE ADAPTATION TIMELINE

Star Wars *returned to the Atari consoles one last time for their adaptation of the* Star Wars *arcade games. (These also appeared on other platforms, which is why I include the* Empire Strikes Back *upgrade, which was never released on the Atari systems.) You'll note that in this timeline, unlike the one above, the* Empire Strikes Back *game is a stand-alone, not an expansion of the original game. (For the record, this original Atari arcade game was adapted for the Atari 2600, Atari 5200, and Colecovision.)*

SW4

Star Wars: The Arcade Game (video game series: Atari)
Star Wars: The Arcade Game (video game: Atari)

THE ATARI (UNPRODUCED) TIMELINE

Parker Brothers began developing two other Star Wars *games, but they never saw the light of day. This timeline centers on their planned time periods.*

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

Return of the Jedi: Game I--"Ewok Adventure" [cancelled] (video game: Parker Brothers)
Return of the Jedi: Ewok Adventure [cancelled] (video game: Parker Brothers)
Return of the Jedi: Game II [cancelled] (video game: Parker Brothers)
Return of the Jedi: Game II [cancelled] (video game: Parker Brothers)

THE *DEMOLITION* TIMELINE

Ever wanted to take some Star Wars *vehicles and wreak some havoc? Let the games begin!*

32 BSW4 – 4 ASW4

Star Wars: Demolition (video game: LucasArts)
Star Wars: Demolition (video game: LucasArts)

THE *DROIDWORKS* TIMELINE

You're an undercover Rebel inside the Jawa Droid Workshop on Tatooine in this educational video game from Lucas Learning.

SW4 - 4 ASW4

Droidworks (video game: Lucas Learning)
Droidworks (video game: Lucas Learning)

THE *EARLY LEARNING ACTIVITY CENTER* TIMELINE

Padme Amidala, Anakin Skywalker, and Boss Nass decide to stop in the middle of TPM for some fun learning activities. It doesn't make much logical sense, but the inclusion of these characters nearly guarantees that kids in need of some basic skills will have fun while learning.

32 BSW4

Early Learning Activity Center (video game: Lucas Learning)
Early Learning Activity Center (video game: Lucas Learning)

THE EMPEROR KATARN TIMELINE

This timeline is interesting because it is one that a video game player can take a part in creating. This timeline follows the adventures of Kyle Katarn in Dark Forces *and* Dark Forces II: Jedi Knight *. . . with one twist. In this timeline, unlike in the Official Timeline, we follow Kyle as he chooses the Dark Side of the Force at that pivotal moment in the Jedi Knight game. (Player actions and choices about how to distribute their Force powers bring them to either choose the Light Side and save Jan after Level 14 of the game, or to kill her and seek the power of the Valley of the Jedi.) In this timeline, Kyle turns to the Dark Side, kills Jan Ors, defeats Jerec, and takes the power of the Valley of the Jedi himself, ultimately becoming the next Emperor. This timeline includes ALL material on the* official *timeline up until the timelines diverge after the entry for* Star Wars: Dark Forces II--*"Jedi Knight: Charge--'The Path of the Jedi.'"*

1 - 0 BSW4

The Dark Forces Cycle (video game series: Justin Chin)
Dark Forces (video game: Justin Chin)
- Secret Base
  - Cutscene I
  - Prologue Mission I: The Death Star Plans--"Operation Skyhook: Phase 2"

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

0 - 3 ASW4

The Dark Forces Cycle [continued] (video game series: Justin Chin)
Dark Forces [continued] (video game: Justin Chin)
- Talay: Tak Base
  - Cutscene II
  - Mission II: Talay: Tak Base--"After the Massacre"
- Anoat City
  - Mission III: Anoat City--"The Subterranean Hideout"
- Research Facility
  - Mission IV: The Planet Fest--"Imperial Weapons Research Facility"
- Gromas Mines
  - Cutscene III
  - Mission V: Groma Mines--"The Blood Moon"
  - Cutscene IV
- Detention Center

Cutscene V
Mission VI: Imperial Detention Center, Orina Ckra--"Crix Madine's Fate"
Ramsees Hed
Mission VII: Ramses Hed Docking Port, Cal-Seti--"Deadly Cargo"
Robotics Facility
Cutscene VI
Mission VIII: Robotics Construction Facility, Anteevy--"Ice Station Beta"
Cutscene VII
Nar Shaddaa
Mission IX: Nar Shaddaa, The Vertical City--"The Death Mark"
Jabba's Ship
Cutscene VIII
Mission X: Jabba the Hutt's Ship--"Jabba's Revenge"
Cutscene IX
Imperial City
Mission XI: Imperial Center, Coruscant--"The Imperial Mask"
Fuel Station
Mission XII: Imperial Fuel Station, Ergo--"Smuggler's Hijack"
The Executor
Mission XIII: The Executor--"The Stowaway"
The Arc Hammer
Cutscene X
Mission XIV: The Arc Hammer--"The Dark Awakening"
Cutscene XI

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)

Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

4 - 5 ASW4

The Dark Forces Cycle [continued] (video game series: Justin Chin)

Jedi Knight: Dark Forces II (video game: Justin Chin)
Uninitiated
A Jedi's Destiny
8t88's Double Cross
Double-Cross on Nar Shaddaa
8t88's Escape
The Lost Disk
The Vision
The Return Home to Sulon
A Father's Message
Initiate
The Jedi's Lightsaber
Barons Hed
Barons Hed--The Fallen City
Into the Dark Palace
Learner

Yun's Attack
Yun--The Dark Youth
A Second Chance
Palace Escape
Apprentice
8t88's Payment
Fuel Station Launch
Cargo Ship Launch
8t88's Reward
Journeyman
Brothers of the Sith
The Brothers of the Sith
Escape with the Map
Charge
Passage to the Lost Planet
The Lost Planet of the Jedi
Maw' Revenge
Maw--The Revenge
The Path of the Jedi
Seduced by the Dark Side
Disciple
The Darkside
Into the Darkside
Dark Jedi Escape
Yun--Battle to the Death
Primarch
The Valley Tower Ascent
The Power of the Valley
Descent into the Valley
Dark Lord
The Valley of the Jedi
Boc--A Nuisance
Jerec--Battle for Power
Dark Emperor

THE *ESCAPE FROM AARON* TIMELINE

This timeline is based on a short-lived Spectrum video game which follows R2-D2 and C-3PO (as seen in the Droids cartoon series) as they sort through puzzles. Old and obscure, to say the least.

0+ BSW4

Droids: Escape from Aaron (video game: Hasbro)
Droids: Escape from Aaron (video game: Hasbro)

THE *FORCE COMMANDER* TIMELINE

LucasArts puts the fate of the galaxy in the player's hands yet again with Force Commander*, a strategic game that challenges you with taking control of the ground forces of either the Rebellion or the Empire, in the Galactic Civil War. It takes place from the beginning of ANH through the end of* Wedge's Gamble*, technically. Since it shows its own version of events in ESB and* Wedge's Gamble*, neither are included themselves, though ANH and ROTJ are included below for reference.*

SW4
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

0 – 3 ASW4
Star Wars: Force Commander (video game: LucasArts)
Star Wars: Force Commander (video game: LucasArts)
Desert Training
Assault on Ruul
Crisis at Sarapin
The Trap at Yavin IV

3 ASW4
Star Wars: Force Commander [continued] (video game: LucasArts)
Star Wars: Force Commander [continued] (video game: LucasArts)
The Battle of Hoth

3 - 4 ASW4
Star Wars: Force Commander [continued] (video game: LucasArts)
Star Wars: Force Commander [continued] (video game: LucasArts)
Surprise at Endor
The Massacre at Abridon
Escape from Kalaan
Return to Ruul
The Walker Gambit
Redemption at Abridon

4 ASW4
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

6.5 ASW4
Star Wars: Force Commander [continued] (video game: LucasArts)
Star Wars: Force Commander [continued] (video game: LucasArts)
The Siege of Coruscant

THE *GALACTIC BATTLEGROUNDS* TIMELINE

Ever wanted a real time strategy game for the Star Wars *galaxy?* Battleground *will be the answer to your prayers.*

32 BSW4 - 4 ASW4
Battleground (video game: LucasArts & Ensemble) [forthcoming]
Battleground (video game: LucasArts & Ensemble) [forthcoming]

THE GAME BOY TIMELINE

This was Capcom USA's attempt at a Nintendo Star Wars *game trilogy. The first two games of this series are monochrome carbon copies of their NES counterparts. The third is a new game,*

especially for the Game Boy system. It came to also incorporate a relatively weak adaptation of the N64's Racer*.*

32 BSW4
Star Wars: Episode I—"Racer" (video game: Nintendo & LucasArts)
Star Wars: Episode I—"Racer" (video game: Nintendo & LucasArts)

SW4
Star Wars Trilogy (video game trilogy: JVC)
Star Wars: Episode IV--"A New Hope" (video game: JVC)

3 ASW4
Star Wars Trilogy [continued] (video game trilogy: JVC)
Star Wars: Episode V--"The Empire Strikes Back" (video game: JVC)

Level 1: Hoth
Level 2: Snowspeeder
Level 3: Escape from the Rebel Base
Level 4: Dagobah
Level 5: Dagobah Swamp
Level 6: Above Cloud City
Level 7: Inside Cloud City

4 ASW4
Star Wars Trilogy [continued] (video game trilogy: JVC)
Star Wars: Episode VI—Super Return of the Jedi (video game: JVC)

THE GAME GEAR TIMELINE

Sega's first foray into the Star Wars *gaming arena came in Game Gear format. The timeline below is the result of this "not-quite SNES, not-quite NES" version of the* Star Wars *trilogy. The games weren't that great, but Sega made up for it with the release of* Star Wars: Arcade *a while later for the Sega Genesis 32X.*

SW4
Star Wars (video game: JVC)
Star Wars (video game: JVC)

3 ASW4
The Empire Strikes Back (video game: JVC)
The Empire Strikes Back (video game: JVC)

4 ASW4
Super Return of the Jedi (video game: JVC)
Super Return of the Jedi (video game: JVC)

THE *GUNGAN FRONTIER* TIMELINE

Think Sim City *meets* Star Wars*. In this game, you control the growth and development of the Gungan civilization, among other things. It is more of a strategy game, of sorts, than an action game, but for some, that is a dream come true.*

32+ BSW4

Gungan Frontier (video game: Lucas Learning)
Gungan Frontier (video game: Lucas Learning)

THE INTELLIVISION TIMELINE

The original Atari 2600 ESB game found its way onto the Intellivison also.

SW4
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)
Star Wars: Episode IV--”A New Hope” (movie: George Lucas)

3 ASW4
The Empire Strikes Back (video game: Parker Brothers)
The Empire Strikes Back (video game: Parker Brothers)

4 ASW4
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)
Star Wars: Episode VI--”Return of the Jedi” (movie: Lawrence Kasdan & George Lucas)

THE *JABBA’S GAME GALAXY* TIMELINE

Lucas Learning gives us math the Hutt way in Star Wars Math: Jabba’s Game Galaxy*.*

32 BSW4 - 4 ASW4
Star Wars Math: Jabba’s Game Galaxy (video game: Lucas Learning)
Star Wars Math: Jabba’s Game Galaxy (video game: Lucas Learning)

THE *JAR JAR’S JOURNEY* TIMELINE

Jar Jar Binks makes his way through TPM and learns along the way. One can only hope it makes him smarter along with the player.

32 BSW4
Jar Jar’s Journey (video game: Lucas Learning)
Jar Jar’s Journey (video game: Lucas Learning)

THE *JEDI POWER BATTLES* TIMELINE

This timeline centers on the Star Wars: Episode I--*"Jedi Power Battles" video game. It’s a variant on the fighting game theme that places you in the* Star Wars *universe as Obi-Wan Kenobi, Qui-Gon Jinn, and others.*

32 SW4
Star Wars: Episode I--"Jedi Power Battles" (video game: LucasArts)
Star Wars: Episode I--"Jedi Power Battles" (video game: LucasArts)

THE *KNIGHTS OF THE OLD REPUBLIC* TIMELINE

A Tales of the Jedi *era RPG video game? Sounds good to me. It's slated for release in 2002.*

4,000 BSW4

Knights of the Old Republic (video game: LucasArts & BioWare) [forthcoming]
Knights of the Old Republic (video game: LucasArts & BioWare) [forthcoming]

SW4

The Star Wars Special Edition Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV—"A New Hope" (movie: George Lucas)

3 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Star Wars Special Edition Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

THE *MASTERS OF TERAS KASI* TIMELINE

This timeline is yet another *based on a video game. In this case, the game is* Star Wars: Masters of Teras Kasi*, a Sony Playstation game which revolves around an alternate reality in which Arden Lyn, a master of the martial art teras kasi leads some of the deadliest members and associates of the Galactic Empire against some of the best fighters and most important figures of the Rebellion. Hey, it's a fighting game. What can you expect?* Tekken *meets the* Star Wars Trilogy*. Don't bother trying to make a coherent story out of this one.*

SW4 - 4 ASW4

Star Wars: Masters of Teras Kasi (video game: LucasArts)
Star Wars: Masters of Teras Kasi (video game: LucasArts)

THE *MILLENNIUM FALCON CHALLENGE* TIMELINE

Another video game, this one takes you and the Falcon *into enemy territory. The most novel part of the game is that even through it plays like an old Tiger LCD game, it's shaped like the* Millennium Falcon*. It doesn't even begin to fit the official timeline. You're fighting off Boba Fett immediately before saving Luke from Vader at the Battle of Yavin.*

SW4

Star Wars: Millennium Falcon Challenge (video game: Unknown)
Star Wars: Millennium Falcon Challenge (video game: Unknown)

- Level 1
  - Stage 1
  - Stage 2
  - Stage 3

Level 2
Stage 1
Stage 2
Stage 3
Level 3
Stage 1
Stage 2
Stage 3
Level 4
Stage 1

THE NINTENDO TIMELINE

This was JVC's first attempt at a Nintendo Star Wars *game trilogy. It never made it* past The Empire Strikes Back *. . . but there was a continuation, of sorts. When they achieved a modicum of success with the series, Capcom USA duplicated the two games into Game Boy format and finally added a third game to the series. What follows is the NES version.*

SW4

Star Wars (video game: JVC)
Star Wars: Episode IV--”A New Hope” (video game: JVC)

3 ASW4

The Empire Strikes Back (video game: JVC)
Star Wars: Episode V--”The Empire Strikes Back” (video game: JVC)
Level 1: Hoth
Level 2: Snowspeeder
Level 3: Escape from the Rebel Base
Level 4: Dagobah
Level 5: Dagobah Swamp
Level 6: Above Cloud City
Level 7: Inside Cloud City

THE *OBI-WAN’S ADVENTURES* TIMELINE

Obi-Wan fights Jedi Power Battles *style through the events of TPM on Game Boy Color.*

32 BSW4

Episode I: Obi-Wan’s Adventures (video game: LucasArts & THQ)
Episode I: Obi-Wan’s Adventures (video game: LucasArts & THQ)

THE *PHANTOM MENACE* TIMELINE

This timeline centers on the Star Wars: Episode *I--"The Phantom Menace" video game for both PC and Playstation, the first major* Star Wars *game on the platform.*

32 SW4

Star Wars: Episode I--"The Phantom Menace" (video game: LucasArts)
Star Wars: Episode I--"The Phantom Menace" (video game: LucasArts)
Trade Federation Battleship
The Swamps of Naboo
Otoh Gunga

The Gardens of Theed
Escape from Naboo
Mos Espa
Mos Espa Podraces
Encounter in the Desert
Danger in Coruscant
Assault on Naboo
The Final Battle

THE *PIT DROIDS* TIMELINE

Pit Droids *puts you in charge of helping Pit Droids prepare for the big Podrace! A great puzzle game for kids and adults.*

32 BSW4

Pit Droids (video game: Lucas Learning)
Pit Droids (video game: Lucas Learning)

THE *RACER* TIMELINE

It was originally thought, incorrectly, that this game was to be Official. The fact that it has Anakin Skywalker running from planet to planet Podracing, though, puts it into the realm of Apocrypha, like most of its video game peers. The sequel, set eight years later, is in development for N64 and PC.

32 BSW4

Star Wars: Episode I--"Racer" (video game: LucasArts)
Star Wars: Episode I--"Racer" (video game: LucasArts)

- Amateur Podracing Circuit
  - Tatooine
    - The Boonta Training Course
  - Mon Gazza
    - Mon Gazza Speedway
  - Ando Prime
    - Beedo's Wild Ride
  - Aquilaris
    - Aquilaris Classic
  - Malastare
    - Malastare 100
  - Oovo IV
    - Vengeance
  - Mon Gazza [continued]
    - Spice Mine Run
- Semi-Pro Podracing Circuit
  - Aquilaris
    - Sunken City
  - Ando Prime
    - Howler Gorge
  - Malastare
    - Dug Derby
  - Ord Ibanna
    - Scrapper's Run
  - Mon Gazza

Zugga Challenge
Baroonda
Baroo Coast
Aquilaris [continued]
Bumpy's Breakers
Galactic Podracing Circuit
Oovo IV
Executioner
Malastare
Sebulba's Legacy
Baroonda
Grabvine Gateway
Ando Prime
Andobi Mountain Run
Ord Ibanna
Dethro's Revenge
Baroonda [continued]
Fire Mountain Rally
Tatooine
The Boonta Classic
Invitational Podracing Circuit
Ando Prime
Ando Prime Centrum
Ord Ibanna
Abyss
Oovo IV
The Gauntlet
Baroonda
Inferno

24 BSW4

Racer II: Racer Revenge (video game: LucasArts) [forthcoming]

Racer II: Racer Revenge (video game: LucasArts) [forthcoming]

THE *RACER* ARCADE TIMELINE

Sega presents an outstanding arcade version of the N64 and PC hit Star Wars: Episode I *—"Racer." Not quite the same game . . . more like a "version 2.0" of the original.*

32 BSW4

Star Wars: Episode I--"Racer" (video game: Sega)

Star Wars: Episode I--"Racer" (video game: Sega)

THE *REBEL ASSAULT* TIMELINE

This storyline is based on two computer games in the Rebel Assault *series. The main reason that these are Apocrypha is that in many places, Luke Skywalker is left out of the story and replaced by the player character known as Rookie One. The most intriguing thing about this storyline is that it brings into focus the question of "What if Luke Skywalker hadn't been at the Battle of Yavin?" Don't take this one too seriously, though, as it has continuity flaws in abundance, such as an A-wing at the Battle of Yavin. Also, in this timeline, the Rebel base at the time of Leia's capture aboard the* Tantive IV *is Hoth (3 years premature), and while Leia is held captive aboard the* Devastator*, the Hoth base is attacked, forcing the Rebels to flee to a new base on Yavin IV, where the Battle of Yavin shortly ensues. You get the idea. (The first*

game in this series appeared on the PC, Mac, Sega CD, and 3DO. The second was released for PC, Mac, and Playstation.)

SW4

The Rebel Assault Cycle (video game series: Vincent Lee)

Rebel Assault (video game: Vincent Lee)
- Training
  - Chapter 1: Flight Training
    - Flight Training, Part I
    - Flight Training, Part II
  - Chapter 2: Asteroid Field Training
  - Chapter 3: Planet Kolaador
- Operation Star Destroyer
  - Chapter 4: Star Destroyer Attack
- Tatooine Attack
  - Chapter 5: Tatooine Attack
  - Chapter 6: Asteroid Field Chase
- Walker Assault
  - Chapter 7: Imperial Walkers
- Stormtrooper Attack
  - Chapter 8: Stormtroopers
- Rebel Transport
  - Chapter 9: Protect Rebel Transport
- Yavin Training
  - Chapter 10: Yavin Training
- Death Star Finale
  - Chapter 11: TIE Attack
  - Chapter 12: Death Star Surface
  - Chapter 13: Surface Cannon
  - Chapter 14: Power Relays
  - Chapter 15: Death Star Trench

3 - 4 ASW4

The Rebel Assault Cycle (video game series: Vincent Lee)

Rebel Assault II: The Hidden Empire (video game: Vincent Lee)
- The Dreighton Triangle
- The Corellia Star
- Mining Tunnels
- The Mine Field
- Interceptor Attack
- The Mining Facility
- TIE Training
- Flight to Imdaar
- Asteroid Field
- Speeder Bikes
- Aboard the Terror
- The Sewer
- Escaping the Star Destroyer
- TIE Attack
- Imdaar Alpha
- The Return Home

THE *REBELLION* TIMELINE

LucasArts puts the fate of the galaxy in the player's hands with Rebellion*, a strategic game that challenges you with taking control of the galaxy. The action in the game begins soon after the first film of the original trilogy, so it is the only one included in the* Rebellion *Timeline.*

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

0+ ASW4

Star Wars: Rebellion (video game: Scott Witte)
Star Wars: Rebellion (video game: Scott Witte)

THE *ROGUE SQUADRON* TIMELINE

I was very much hoping that Rogue Squadron *was a part of the Official timeline. The story of Kasan Moor's defection and joining of Rogue Squadron seemed a fitting companion piece to Baron Soontir Fel's actions several years later . . . but, alas, it was not to be. The game and its subsequent storyline . . . is Apocryphal. Casual observers might think that nothing in the game contradicts the official continuity and places it in the realm of Apocrypha. It contains a battle from* Dark Empire*, for the love of the Force! Sorry, folks, two major events in this story are told in a manner inconsistent with the Official Continuity. The first is the defection of Crix Madine, which is told in a completely different manner than it had already been documented in the* official *video game,* Dark Forces*. That could possibly have been able to be explained away somehow, but then we hit Chapter IV: Dark Empire, which takes place during the Battle of Calamari. The game has Commander Wedge Antilles leading Rogue Squadron in V-wings during the Battle of Calamari, with no Star Destroyer or other capital ships supporting them. The official story has General Wedge Antilles aboard a captured Star Destroyer directing the battle with Lando Calrissian as other units fly V-wings against the World Devistators. It would appear that the game's Battle of Calamari, defection of Madine, Imperial 128th Interceptor Squadron, Kasan Moor, and Thyferran crisis were simply meant to be fond reminders of the familiar Official Continuity's Battle of Calamari, defection of Madine, Imperial 181st Interceptor Squadron, Baron Soontir Fel, and Bacta War. Oh, well, it's a great game, anyway. The sequel is on its way, and is said to be a "greatest battles" overview in style.*

SW4 – 4 ASW4

Rogue Leader: Rogue Squadron II (video game: Factor 5 & LucasArts) [forthcoming]
Rogue Leader: Rogue Squadron II (video game: Factor 5 & LucasArts) [forthcoming]

SW4

Star Wars: Rogue Squadron (video game: Factor 5 & LucasArts)
Star Wars: Rogue Squadron (video game: Factor 5 & LucasArts)
    Bonus Levels
        The Death Star Trench Run

0 - 3 ASW4

Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)
Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)
    Bonus Levels [continued]
        Beggar's Canyon
    Chapter I: The Rebel Opposition
        Ambush at Mos Eisley
    Bonus Levels [continued]
        Chicken Walker

Chapter I: The Rebel Opposition [continued]
Rendezvous on Barkhesh
The Search for the Nonnah
Defection at Corellia
Liberation of Gerrand V
Chapter II: Rogue Squadron
The Jade Moon
Imperial Construction Yards
Assault on Kile II
Rescue on Kessel
Prisons of Kessel
Chapter III: The New Threat
Battle Above Taloraan
Escape from Fest
Blockade on Chandrila
Raid on Sullust
Moff Seerdon's Revenge

3 ASW4

Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)

Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)
Bonus Levels [continued]
The Battle of Hoth

4 ASW4

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

10 ASW4

Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)

Star Wars: Rogue Squadron [continued] (video game: Factor 5 & LucasArts)
Chapter IV: Dark Empire
The Battle of Calamari

THE SEGA ARCADE TIMELINE

After the side-scrolling bores that were Sega's Game Gear Star Wars *games, Sega finally hit the mark with this adaptation of the* Star Wars *arcade game. This version even improved on the original, offering two different modes of play, the arcade mode, and the 32X mode. What follows is the arcade version.*

SW4 - 4 ASW4

Star Wars Arcade (video game: Sega)

Arcade Mode (video game: Sega)
Level 1
Level 2
Level 3
Level 4

THE SEGA ARCADE TIMELINE II

After the side-scrolling bores that were Sega's Game Gear Star Wars *games, Sega finally hit the mark with this adaptation of the* Star Wars *arcade game. This version even improved on the original, offering two different modes of play, the arcade mode, and the 32X mode. What follows is the 32X version.*

SW4 - 4 ASW4

Star Wars Arcade (video game: Sega)
32X Mode (video game: Sega)
- Level 1
- Level 2
- Level 3
- Level 4
- Level 5
- Level 6
- Level 7
- Level 8

THE SEGA MASTER SYSTEM TIMELINE

What, you don't remember the Sega Master System? Well, few do. Sega's early 8-bit system was stomped by the NES, but it still managed to pull off a game covering ANH, which was almost an exact replica of the NES, Game Boy, and Game Gear versions.

SW4

Star Wars (video game: JVC)
Star Wars (video game: JVC)

THE *STAR WARS CHESS* TIMELINE

For the same reasons as with the Star Wars Monopoly *Timeline, this one is also given the credence of being a story--this time a story, much like the idea behind* Masters of Teras Kasi*, in which the major players of the* Star Wars *Galactic Civil War duke it out in an arena . . . this time, a chessboard-esque arena. (This appeared on the PC, Mac, and Sega CD.)*

SW4 - 4 ASW4

Star Wars Chess (video game: Software Toolworks)
Star Wars Chess (video game: Software Toolworks)

THE *STAR WARS GALAXIES* TIMELINE

This project is set to launch in 2002. Think Ultima Online*, but for* Star Wars*.*

SW4 – 4 ASW4

Star Wars Galaxies (video game: LucasArts & Sony Online Entertainment) [forthcoming]
Star Wars Galaxies (video game: LucasArts & Sony Online Entertainment) [forthcoming]

THE *STAR WARS TRILOGY* ARCADE TIMELINE

This is one of the best Star Wars *arcade games to date. With its several levels, the game takes you from the Battle of Yavin through the Battle of Endor, with two lightsaber battles thrown in to boot! This timeline covers the game as its levels are listed on the starting image of each mission (since the other naming convention--that seen when you are choosing a level--does not include al levels).*

SW4

Star Wars Trilogy Arcade (game: Sega)
Star Wars Trilogy Arcade (game: Sega)
Episode IV: Yavin--"Destroy the Death Star"

3 ASW4

Star Wars Trilogy Arcade [continued] (game: Sega)
Star Wars Trilogy Arcade [continued] (game: Sega)
Episode V: Hoth--"Destroy Imperial Walkers"
Episode V: Hoth--"Escape from Echo Base"

4 ASW4

Star Wars Trilogy Arcade [continued] (game: Sega)
Star Wars Trilogy Arcade [continued] (game: Sega)
Boba Fett: Duel with Boba Fett
Episode VI: Endor Forest---"Destroy the Shield Generator"
Darth Vader: Duel with Darth Vader"
Episode VI: Endor Space--"Destroy the Death Star's Main Reactor"

THE *SUPER BOMBAD RACING* TIMELINE

Big-head racing, Star Wars *style! Apparently set in the* Prequel *era.*

32 SW4

Star Wars: Super Bombad Racing (video game: Lucas Learning)
Star Wars: Super Bombad Racing (video game: Lucas Learning)

THE *SUPER STAR WARS* TIMELINE

This is a strangely altered version of the events of the original trilogy. The storyline is remotely similar, but due to the fact that this is a video game series that needs dozens of playable levels, there is a great amount of added or altered scenes in this storyline. Yes, it contradicts the films in some places.

SW4

Super Star Wars (video game trilogy: Kalani Streicher)
Super Star Wars: Episode IV--”A New Hope” (video game: Kalani Streicher)
Dune Sea
Tatooine I
Outside Sandcrawler
Inside Sandcrawler
Land of the Sandpeople
Land of the Banthas
Tatooine II

Mos Eisley
Cantina Fight
Escape from Mos Eisley
Death Star Hangar Bay
Rescue of the Princess
Tractor Beam Core
Death Star Attack
Trench Battle

3 ASW4

Super Star Wars [continued] (video game trilogy: Kalani Streicher)

Super Star Wars: Episode V--"The Empire Strikes Back" (video game: Kalani Streicher)

Area 1: Hoth
- Hoth I
- Hoth I-A
- Hoth I-B
- Hoth I-C
- Hoth II
- Hoth III
- Hoth 3-D
- Walker--Inside
- Walker--Outside
- Rebel Base I
- Rebel Base II
- Rebel Base III

Area 2: Asteroid Field
- Asteroid Field

Area 3: Dagobah
- Dagobah I
- Dagobah I-A
- Dagobah II

Area 4: Cloud City
- Cloud City I
- Cloud City II
- Ugnaught Factory
- Cloud City Approach 3-D
- Carbon Freezing Chamber
- Reactor I
- Reactor II
- Reactor III

4 ASW4

Super Star Wars [continued] (video game trilogy: Kalani Streicher)

Super Star Wars: Episode VI--"Return of the Jedi" (video game: Kalani Streicher)

The Search for Solo
- Tatooine 3-D
- Tatooine
- Jabba's Palace
- Jabba's Dance Hall
- Rancor Pit
- Attack on Sail Barge
- Inside Sail Barge

Operation: Shield Generator
- Endor--Speeder Bikes

Ewok Village A
Ewok Village B
Endor
Falcon Space Battle
Power Generator
Attack on the Death Star
Inside Death Star
Death Star Surface 3-D
Tower
Tower Entrance--Vader
Emperor's Chamber
Death Star Tunnel 3-D

THE TIGER TRILOGY TIMELINE

And speaking of the old Tiger LCD games . . . they, of course, made a hand-held trilogy of Star Wars games.

SW4

Tiger LCD Star Wars Trilogy (video game trilogy: Tiger, Ltd.)
Star Wars: A New Hope (video game: Tiger, Ltd.)

3 ASW4

Tiger LCD Star Wars Trilogy [continued] (video game trilogy: Tiger, Ltd.)
Star Wars: The Empire Strikes Back (video game: Tiger, Ltd.)

4 ASW4

Tiger LCD Star Wars Trilogy [continued] (video game trilogy: Tiger, Ltd.)
Star Wars: Return of the Jedi (video game: Tiger, Ltd.)

THE *X-WING* AND *TIE FIGHTER* TIMELINE

It's somewhat difficult, given recent information, to determine for certain whether or not the novellas based on the games below are Official or not. It would appear that Lucasfilm's stance is that these novellas are still Apocryphal, even though events from the novellas, like Keyan Farlander flying a Y-wing at the Battle of Yavin, are being mentioned more and more often in materials like the Essential Chronology*. The games, however, are still obviously Apocryphal, due specifically to the fact that the way in which they interact with the films, especially* X-wing *directly contradicts Canon. In the novellas, these errors seem to have been change, but enough discrepancies still remain, apparently, to leave them Apocryphal. If I hear more about this state of affairs, you'll be the first to know. For now, just remember that it's easy to tell that the games are Apocrypha by the fact that Keyan blows up the* Death Star I, *and Ace blows up the* Death Star II*. Beyond that, you can tell that the novellas are Apocrypha due to Crix Madine being part of the Rebel Alliance in* The Farlander Papers *(well before he defected), and also in, for instance, Ace being the one actually flying the* Millennium Falcon *at Endor while Lando just tends to give orders. Hopefully, that makes the distinction clearer for those who've been confused.*

1 BSW4 - SW4

X-wing (video game series: Rusel DeMaria et al)
The Farlander Papers (video game: Rusel DeMaria)
Farlander's Story
The Sentence
The Aftermath

- The Speech
  - Did You Know . . .
  - The End of the Republic
  - Let Me Tell You About the Resistance
  - Now is the Time of the Alliance
- A Call to Reason
  - Your Friends . . . and Foes
    - Mon Mothma
    - Viceroy Bail Organa
    - Admiral Ackbar
    - General Crix Madine
    - Obi-Wan Kenobi
    - Palpatine
      - Crimes of the Emperor (A Partial List)
    - Darth Vader
    - Grand Moff Tarkin
    - Jabba the Hutt
    - Boba Fett
  - List of Key Worlds
    - Alderaan
    - Mantooine
    - The Corellian System
    - Ghorman
    - Calamari
  - End Racism--We're All in it Together
    - Know Your Allies
      - Gamorrean
      - Ithorian
      - Mon Calamari
      - Quarren
      - Sullustan
      - Twi'lek
      - Wookiee
  - The Problem of Droid Abuse

Early Training

- The Starfighter Pilot's Handbook
  - What is the Rebel Alliance?
    - Get to Know the Alliance
    - Fleet Command
    - Starfighter Command
    - Special Forces Command
    - Sector Command
    - Fleet Intelligence
    - Ordinance and Supply
    - Support Services
  - Qualifying as a Starfighter Pilot
    - So you want to be a starfighter pilot?
    - Step One: The Pilot's Proving Ground
    - Step Two: Combat Simulation Training
      - Combat Ranks
      - Medals and Awards
      - Flight Badges
      - Battle Patches
      - Combat Awards (Tour of Duty)
        - First Tour: The Corellian Cross

Second Tour: The Mantooine Medallion
Third Tour: The Star of Alderaan
The Kalidor Crescent
Starfighter Systems and Basic Tactics
Introduction
Power Systems
Flight Control
Sensor Systems
Weapons
Targeting Systems
Defense Systems
Navigation
Damage Control Systems
Communication
Life Support
Standard Operational Directives
Starfighter Combat
Situational Awareness and Energy Management
Situational Awareness and the Combat Multiview Display (CMD)
Energy Management and the ELS Display
Basic Energy Configurations
Normal Maintenance
Speed
Normal Attack
Speed Attack
Slow Down
Weapons, Targets, and Firing Configurations
Homing Projectiles
Cannons
General Notes on Combat
The Principles of War
Communications in Battle
Mission Start
Special Characteristics of Alliance Starfighters
X-wing
A-wing
Y-wing
Special Characteristics of Imperial Starfighter
TIE Fighter
TIE Bomber
TIE Interceptor
TIE Advanced
Assault Gunboat
Imperial Troop Transport
Imperial Shuttle
Special Characteristics of Various Starships
Corellian Corvette
Nebulon B Class Frigate
MC-80 Class Star Cruiser
Imperial Class Star Destroyer
The Pilot Proving Ground (The Maze)
Rebel Proving Ground
X-wing

Level One
Level Two
Level Three
Level Four
Level Five
Level Six
Level Seven
Level Eight
Y-wing
Level One
Level Two
Level Three
Level Four
Level Five
Level Six
Level Seven
Level Eight
A-wing
Level One
Level Two
Level Three
Level Four
Level Five
Level Six
Level Seven
Level Eight
B-wing
Level One
Level Two
Level Three
Level Four
Level Five
Level Six
Level Seven
Level Eight
Historical Combat Missions
Historical Combat Training
Historical Missions
X-wing Missions
Dev's Sidestep
Wingmen are Important
Satellites Near Coruscant
Beat the Odds
Rescue at Mon Calamari
Historical Combat Missions [continued]
Meeting Halley Kadorto
My First Mission
Historical Missions [continued]
X-wing Missions [continued]
Farlander's First Mission
Y-wing Missions
Commerce Raid
Y-wing Gunnery Practice
S.O.S. from Corvette Karinne
Prisoners from Kessel

Escape from Mytus VII
Interception and Capture
A-wing Missions
Repair Depot Raid
Aggressor Squadron Training
Intercept TIE Bomber Run
Attack on Freighters
Protect Rebel Starfighters
Deep Space Reconnaissance
B-wing Missions
Project Shantipole
Assault on Imperial Convoy
Capture the Frigate Priam
B-wing Attack on the Shrike
Attack Death Star Surface
Death Star Trench Run
Bonus Missions
Protect Cargo Transfer
Destroy Troop Convoy
Attack Star Destroyer
Protect Convoy
Attack Imperial Stockyard
Protect Your Mothership
Tours of Duty
A New Ally
Destroy Imperial Convoy
Transcript of Interview with Captain Nogdra of the Imperial Corvette
Bixby
ID Recon Mission
Fly Point During Evacuation of Briggia
Protect Medical Frigate
Ambush Imperial Supply Convoy
Raid for R2 Units
Recover Stolen X-wings
Rescue Sullustan Tech Staff
Diplomatic Summit at Sullust
Rescue Sullustan Leader
Capture Staff from Cygnus
Recover Explosive Warhead
The Great Search
Rescue at Star's End
Rescue Wookiee Slaves
Attack Weapons Convoy
Capture Stolen Freighter
Protect Captured Satellites
Ambush in the Cron Drift
Protect a Disabled X-wing
Stop Hyperdrive Replacement
Take Out Intrepid's Escort Ships
Destroy the Star Destroyer Intrepid
Deliver Plans to Princess Leia
Protect Princess Leia
The Gathering Storm
Guard Weapons Transfer

Destroy a Repair Dock
Capture a Military Transport
Scramble
Intercept and Capture
Destroy Imperial Base
Destroy Priam's Escorts
Capture the Frigate Priam
Capture Ethar 1 and 2
Guard Vital Supply Depot
Defend the Independence
Begin Death Star Assault
Attack Death Star Surface
Trench Run

0 - 3 ASW4

X-wing [continued] (video game series: LucasArts)

Imperial Pursuit (video game: LucasArts)
- Imperial Pursuit
  - Evacuate Yavin
  - Provide Area Protection
  - Evacuate Cruiser Maximus
  - Protect Frigate Anvil
  - Abandon Ship (Anvil)
  - Guard Repair Operation
  - Hide and Seek
  - Clear Minefield
  - Destroy Comm Area
  - Guard Cargo Transfer
  - Grain Snatch
  - Capture Ghorin's Y-wings
  - Raid Storage Area
  - Grain Exchange
  - Confirm Delivery
  - Steal TIE Advanced
  - Escort Base Convoy
  - Support Allies
  - Attack the Frigate Red Wind
  - Capture Imperial Gunboats
  - Capture Imperial Corvette (Ram's Head)
  - Defend Ram's Head

B-wing (LucasArts)
- B-wing
  - Protect B-wing Assembly Area
  - Cover B-wing Evacuation
  - Protect B-wing Delivery
  - Destroy TIE Staging Area
  - Destroy Secret Weapons Base
  - Prisoner Rescue
  - Help Neutrals Out of Ambush
  - Escort VIP to Alliance Cruiser
  - Guard Cargo Pick-up
  - Probe Capture
  - Destroy Corvette Base
  - Destroy Imperial Base
  - Intercept Imperial Attack

Protect B-wing Delivery (again)
Capture Imperial Frigate
Capture Imperial Officers
Escort B-wing Attack
Attack Probe Calibration Site
Ambush Imperial Arms Shipment
Disrupt Delivery of TIE/ln's
Destroy (ISD) Relentless
Operation Blunt Stick
Save the Cruiser Cathleen
Escape to Hoth

3 ASW4

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

Star Wars: Episode V--”The Empire Strikes Back” (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

3 - 4 ASW4

X-wing Alliance (video game: LucasArts)

X-wing Alliance (video game: LucasArts)
- A Path to Victory
- Opening Cutscene
- Family Business
  - Aeron’s Lesson: Transport Operations
  - Emon’s Lesson: Weapons
  - Aeron’s Error: Data Recovery
  - Sticking it to the Viraxos: Covert Delivery
  - Black Market Bacta: Cargo Transfer
  - Rebel Rendezvous: Aid the Alliance
  - Nowhere to Go: Escape Imperial Attack
- Azzameens Elude Imperial Capture
- Joining the Rebellion
  - Deep Space Strike Evaluation
  - Starfighter Superiority Evaluation
- Pilot Proving Grounds
  - Ringer 1
  - Crazy Eight
  - Fly Through
  - Hot Fly Through
  - There and Back
  - Droid Rescue
  - Dangerous Droid Rescue

TIE Fighter (video game series: LucasArts)

The Stele Chronicles (video game: LucasArts)
- Early Training
  - Prologue
  - Early Training
  - The Imperial Pilot's Handbook
    - Starfighter Systems and Basic Tactics
      - Introduction
      - Power Systems
      - Flight Control
      - Sensor Systems
      - Weapons

- Targeting Systems
- Defense Systems
- Navigation
- Damage Control Systems
- Communication
- Life Support
- Standard Operational Directives
  - Starfighter Combat
    - Situational Awareness and Energy Management
    - Situational Awareness and the Combat Multiview Display (CMD)
    - Energy Management and the LES Display
    - Basic Energy Configurations
      - Normal Maintenance
      - Speed
      - Normal Attack
      - Speed Attack
      - Slow Down (Non-threat Charging)
- Weapons, Targets, and Firing Configurations
  - Homing Projectiles
  - Cannons
  - Beam Weapons
- General Notes on Combat
- Communications in Battle
- Mission Start (Shielded Craft)

Training Simulator

- Assault Gunboat (GUN)
  - Level 1
  - Level 2
  - Level 3
- TIE Defender (T/D)
  - Level 1
  - Level 2
  - Level 3
  - Level 4
  - Level 5
- Missile Boat (MIS)
  - Level 1
  - Level 2
  - Level 3
  - Level 4
  - Level 5
  - Level 6
- TIE Fighter (T/F)
  - Level 1
  - Level 2
  - Level 3
- TIE Interceptor (T/I)
  - Level 1
  - Level 2
  - Level 3
- TIE Bomber (T/B)
  - Level 1
  - Level 2
  - Level 3

- TIE Advanced (T/A)
  - Level 1
  - Level 2
  - Level 3
- Combat Chamber
  - TIE Fighter Combat
    - Gunnery
    - Flight Leaders & Wingmen
    - Destroy Depot
    - Destroy a Probe
  - TIE Interceptor Combat
    - Threat Display
    - Ambush!
    - Clear Minefield
    - Combined Attack
  - TIE Bomber Combat
    - Proton Torpedoes
    - Space Bombs
    - Torpedo Run
    - Bombers Armed with Missiles
  - TIE Advanced Combat
    - Concussion Missiles
    - Rocket Attack
    - Preemptive Strike
    - Hyperdrive Upgrade
  - Assault Gunboat Combat
    - Shields
    - Teamwork
    - The Challenge
    - Escort Duty
  - TIE Defender Combat
    - Dogfighting!
    - Tractor Beam
    - Inspect and Disable
    - Disable and Capture
  - Missile Boat Combat
    - Dual Warheads
    - Anti-warhead Defense
    - Disabling Minefield
    - Missile Boat vs. TIE Defender
- The Aftermath of Hoth
  - Patrol Jump Point D-34
  - Red Alert
  - Counter Attack
  - Outpost D-34 Has Fallen
  - Attack Rebel Lt. Cruiser
  - Destroy the Lulsla
- The Sepan Civil War
  - Respond to S.O.S.
  - Intercept Attack
  - Rescue War Refugees
  - Capture Enemies
  - Guard Resupply

X-wing Alliance [continued] (video game: LucasArts)

X-wing Alliance [continued] (video game: LucasArts)

Clearing the Way
Convoy Attack
Rescue Uncle Antan
Reconnaissance of Imperial Task Force
Rescue Echo Base Prisoners
Recover Imperial Probe
Stop Resupply of ISD Corrupter
Destroy Imperial Sensor Net
Rebels Escape into Hyperspace

TIE Fighter [continued] (video game series: LucasArts)

The Stele Chronicles [continued] (video game: LucasArts)
Battle on the Frontier
Load Base Equipment
Destroy Pirate Outpost
Hold Position
Guard Space Station NL-1
Thrawn Inspects NL-1
Wait for Relief Forces
Conflict at Mylock IV
Escort Convoy
Attack the Nharwaak
Defend Tech Center
Diplomatic Meeting
Rebel Arms Deal
Battle for Honor
Clear Minefield
Assault Gunboat Recon
Convoy Attack
Tactical Superiority
Capture Harkov

X-wing Alliance [continued] (video game: LucasArts)

X-wing Alliance [continued] (video game: LucasArts)
Secret Weapons of the Empire
Flight Staff Transfer
Engage Imperial Prototypes
Kill K'Armyn Viraxo
Kupalo Defects to the Dark Side
Secret Weapons of the Empire [continued]
Raid Production Facility
Defend CRS Liberty
Destroy Imperial Research Facility
Zaarin Speaks with Imperial Officers

TIE Fighter [continued] (video game series: LucasArts)

The Stele Chronicles [continued] (video game: LucasArts)
Arms Race
Protect Prototypes
Prevent Rebel Ambush
Convoy Escort
Punitive Raid
Treachery at Ottega
Trap the Protector
Destroy the Akaga
Retribution
TIE Defender
Save the Emperor

X-wing Alliance [continued] (video game: LucasArts)
X-wing Alliance [continued] (video game: LucasArts)
- Over the Fence
  - Liberate Slave Colony
  - Supply Rebels with Warheads
  - Recon Imperial Research Facility
  - Investigate Imperial Communications Array
- Rebels Intercept Death Star III Plans
  - Plant Listening Device
  - Rendezvous with Defector
  - Scramble!

TIE Fighter [continued] (video game series: LucasArts)
Defender of the Empire (video game: LucasArts)
- Strategic Warfare
  - Evacuate Tie Advanced Plants
  - Save TIE Advanced Factory
  - Secure TIE Advanced Plant
  - Supply Tie Advanced Plant
  - Capture Mag Pulse Weapon
  - Trapped
- T/D Treachery
  - Capture Platform
  - Hold Platform
  - Protect Evacuation
  - Escort to Rendezvous
  - Trapped by Pirates!
  - Transfer Prototypes
- New Threats
  - Ransom
  - Rescue
  - Under the Gun
  - Missile Boat Diplomacy
  - Rebel Assault
  - Eliminate TIE/D Factory.
- Hunt for Zaarin
  - Intercept Convoy
  - Preemptive Strike!
  - Bait and Switch
  - An Unexpected Attack
  - The Real Thing
  - Protect Vorknkx Project
  - Evacuate!

X-wing Alliance [continued] (video game: LucasArts)
X-wing Alliance [continued] (video game: LucasArts)
- The Bothan Connection
  - Shipment to Mining Colony
  - Reconnaissance of Imperial Convoy
  - Mining Colony Under Siege: Rescue Aeron
  - Capture the Freighter Suprosa
  - Abandon Rebel Base at Kothlis
  - Protect Imperial Computer

TIE Fighter [continued] (video game series: LucasArts)
Defender of the Empire [continued] (video game: LucasArts)
- Prelude to Endor
  - Escort Prison Ship

Deliver Prisoners
Attack at Bothawui
Strike on Kothlis
Bothan Treachery
Recon Military Summit
Delay Strike Force

4 ASW4

X-wing Alliance [continued] (video game: LucasArts)

X-wing Alliance [continued] (video game: LucasArts)
Mustering the Fleet
Protect Alliance-Smuggler Meeting
Attack Imperial Convoy
Break Emon Out of Brig
Protect Smuggler Retreat
Rescue Smugglers
Recover Family Data Core
Attack Pirate Base
Mustering the Fleet
The Darkest Hour
Meet with Bothan Delegation
Locate Mercenary Base
Raid Mercenary Base
Rescue Bothan Spies
Steal Imperial Shuttle
Escort Rebel Fleet
Family Reunion
Ackbar and the Fleet Escape

TIE Fighter [continued] (video game series: LucasArts)

Defender of the Empire [continued] (video game: LucasArts)
The Emperor's Will
Surprise Attack
Capture the Turncoat
Track Down Rebels
Missile Boat Trouble
Return to Vorknkx
Corvette Attack!
Zaarin Takes the Bait!
The Trap is Sprung!

X-wing Alliance [continued] (video game: LucasArts)

X-wing Alliance [continued] (video game: LucasArts)
The Battle of Endor
Phase 1
Death Star II Fires!
The Battle of Endor [continued]
Phase 2: That Thing’s Operational!
Super Star Destroyer Collides!
The Battle of Endor [continued]
Phase 3: Shields are Down!
Red and Gold Group Enter Death Star II
The Battle of Endor [continued]
Phase 4: Death Star Tunnel Run
Destruction of Death Star II

THE *X-WING VERSUS TIE FIGHTER* IMPERIAL TIMELINE

This timeline is based solely on the X-wing vs. TIE Fighter *video game and its expansions. One would do well to remember that this is not the same as the* "X-wing and TIE Fighter *Timeline," though the names are similar*. X-wing *and* TIE Fighter *have no place in the* X-wing vs. TIE Fighte*r universe. This game essentially breaks down into two separate timelines, a Rebel one and an Imperial one. We'll deal with the Imperial Timeline this time. (You may note that some of the Training Exercises fall under the heading "*The Academy*." This denotes that the exercise appeared on the* exclusive X-wing vs. TIE Fighter: The Academy *game, and its counterpart* X-wing vs. TIE Fighter: Flight School*. Due to the fact that Imperial pilots train at the Academy and Rebel pilots train in a flight school, the name* The Academy *has been applied here, instead of both titles.)*

SW4 - 4 ASW4

X-wing vs. TIE Fighter (video game series: Lawrence Holland)

A Test of Skill (video game: Lawrence Holland)
- The Academy
  - Imperial Training--Single Player
    - Gunnery Training
- Training Exercises
  - Imperial Training--Single Player
    - Proton Torpedoes
    - Shields and Minefield
    - Inspection
- The Academy [continued]
  - Imperial Training--Single Player [continued]
    - Concussion Missiles
- Training Exercises [continued]
  - Imperial Training--Single Player [continued]
    - Heavy Rockets
- The Academy [continued]
  - Imperial Training--Single Player [continued]
    - Wingmen and Orders
- Training Exercises [continued]
  - Imperial Training--2 Player Cooperative
    - Escort
    - Space Bombs
- The Academy [continued]
  - Imperial Training--2 Player Cooperative
    - Custom Dogfight
- Training Exercises [continued]
  - Imperial Training--2 Player Cooperative [continued]
    - Disabling Training
- The Academy [continued]
  - Imperial Training--2 Player Cooperative [continued]
    - Warhead Interception
  - Imperial Training--8-player
    - Defend Imperial Star Destroyer Allecto
    - Attack on Mon Calamari Cruiser Near Ekuda
- Melees
  - Free-for-Alls
    - Basic Furball
    - Furball with Wingmen

Furball in an Asteroid Cluster
Furball for Two-man Teams
Furball in an Asteroid Cluster for Two-man Teams
Furball with 2 Four-man Teams
Shooting Gallery
Pirate Targets
Minecleaning
Turkey Shoot for Two-man Teams
Destroy Rivals' Supply Cache for Two-man Teams
Escort Duty for Two-man Teams
Balance of Power (video game: Lawrence Holland)
Melees
Balance of Power
Starship Turkey Shoot for Two 4-man Teams
Cargo Switch for Two 4-man Teams
A Test of Skill [continued] (video game: Lawrence Holland)
Tournaments
Against All Others
Free-for-All Triathlon
Mixed Melee Pentathlon
Rebel Starfighter Pentathlon
Imperial Starfighter Pentathlon
Two-way Challenges for Four-pilot Teams
Attack and Defend Triathlon (2/team)
Mixed Melee Pentathlon (2/team)
Rebel Starfighter Pentathlon (2/team)
Imperial Starfighter Pentathlon (2/team)
Four-way Challenges for Two-pilot Teams
Mixed Melee Triathlon (4/team)
Rebel Alliance vs. The Empire
Rebel Operation: Quick Strike
Attack on Imperial Factory Drekker
Ambush of Rebel Supply Recovery from Abran Cluster
Attack on Tortali Platform
Ambush Arms Smugglers Near Ytha'ac Cluster
Interdiction of Starfighter Deployment
Attack on Rebel Convoy Near Athega
Rescue from Imperial Prison Ship Dargon
Hit and Fade on Elliirad Platform
Imperial Fleet Operation: Clean Sweep
Dreadnought Warlover Attacks Rebel Cargo Operation
Raid on Goibniu Platform
Raid on Rebel Factory Koensayr 42
Attack on Imperial-class Star Destroyer Tormentor
Ambush of Rebel Leader at Airam Platform
Raid Imperial Convoy Near Atterol
Frigate Duel--Malevolent vs. Endeavor
Attack on Victory-class Star Destroyer Formidable
Balance of Power [continued] (video game: Lawrence Holland)
Rebel Alliance vs. The Empire
Balance of Power in the Airam Sector
Two on Two--Alliance CRLs vs. Imperial STRKCs
4 Imperial Warships vs. Mon Calamari Cruiser Chie
Attack on Secret Imperial Base
Attack on Rebel Capitol Ships

ISD Conqueror vs. 3 Alliance Frigates
Attack on Imperial Shipyard
Imperial STRKC Ull vs. Alliance DREAD Karei
Campaigns
Imperial Task Force Vengeance

THE *X-WING VERSUS TIE FIGHTER* REBEL TIMELINE

This timeline is based solely on the X-wing vs. TIE Fighter *video game and its expansions. One would do well to remember that this is not the same as the "*X-wing and TIE Fighter *Timeline," though the names are similar*. X-wing *and* TIE Fighter *have no place in the* X-wing vs. TIE Fighter *universe. This game essentially breaks down into two separate timelines, a Rebel one and an Imperial one. We'll deal with the Rebel Timeline first. (You may note that some of the Training Exercises fall under the heading "*Flight School*." This denotes that the exercise appeared on the exclusive* X-wing vs. TIE Fighter*:* The Academy *game, and its counterpart* X-wing vs. TIE Fighter: Flight School*. Due to the fact that Imperial pilots train at the Academy and Rebel pilots train in a flight school, the name* Flight School *has been applied here, instead of both titles.)*

SW4 - 4 ASW4

X-wing vs. TIE Fighter (video game series: Lawrence Holland)

X-wing vs. TIE Fighter Demo (video game: LucasArts)
Training Exercises
Demo Training Mission
A Test of Skill (video game: Lawrence Holland)
Flight School
Rebel Training--Single Player
Gunnery Training
Training Exercises
Rebel Training--Single Player
Proton Torpedoes
Shields and Minefield
Inspection
Flight School [continued]
Rebel Training--Single Player [continued]
Concussion Missiles
Training Exercises [continued]
Rebel Training--Single Player [continued]
Heavy Rockets
Flight School [continued]
Rebel Training--Single Player [continued]
Wingmen and Orders
Training Exercises [continued]
Rebel Training--2 Player Cooperative
Escort
Space Bombs
Flight School [continued]
Rebel Training--2 Player Cooperative
Custom Dogfight
Training Exercises [continued]
Rebel Training--2 Player Cooperative [continued]
Disabling Training
Flight School [continued]

Rebel Training--2 Player Cooperative [continued]
Protect Escaping Rebel Frigate
Rebel Training--8 Player Cooperative
Corvette Alley
Defend Calamari Cruiser Liberty
Training Exercises [continued]
Rebel Training--8 Player Cooperative
Rebel Capture of Corvette Near ISD
Rogue Squadron Attacks Imperial Star Destroyer Dominance
Balance of Power (video game: Lawrence Holland)
Training Exercises
Rebel Campaign Missions
Evacuate Rebel Base Near Gelgelar
X-wing vs. TIE Fighter Demo [continued] (video game: LucasArts)
Melees
Demo Melee Mission
A Test of Skill [continued] (video game: Lawrence Holland)
Melees
Free-for-Alls
Basic Furball
Furball with Wingmen
Furball in an Asteroid Cluster
Furball for Two-man Teams
Furball in an Asteroid Cluster for Two-man Teams
Furball with 2 Four-man Teams
Shooting Gallery
Pirate Targets
Minecleaning
Turkey Shoot for Two-man Teams
Destroy Rivals' Supply Cache for Two-man Teams
Escort Duty for Two-man Teams
Balance of Power [continued] (video game: Lawrence Holland)
Melees
Balance of Power
Starship Turkey Shoot for Two 4-man Teams
Cargo Switch for Two 4-man Teams
A Test of Skill [continued] (video game: Lawrence Holland)
Tournaments
Against All Others
Free-for-All Triathlon
Mixed Melee Pentathlon
Rebel Starfighter Pentathlon
Imperial Starfighter Pentathlon
Four-way Challenges for Two-pilot Teams
Attack and Defend Triathlon (2/team)
Mixed Melee Pentathlon (2/team)
Rebel Starfighter Pentathlon (2/team)
Imperial Starfighter Pentathlon (2/team)
Two-way Challenges for Four-pilot Teams
Mixed Melee Triathlon (4/team)
Rebel Alliance vs. The Empire
Rebel Operation: Quick Strike
Attack on Imperial Factory Drekker
Ambush of Rebel Supply Recovery from Abran Cluster
Attack on Tortali Platform

Ambush Arms Smugglers Near Ytha'ac Cluster
Interdiction of Starfighter Deployment
Attack on Rebel Convoy Near Athega
Rescue from Imperial Prison Ship Dargon
Hit and Fade on Elliirad Platform
Imperial Fleet Operation: Clean Sweep
Dreadnought Warlover Attacks Rebel Cargo Operation
Raid on Goibniu Platform
Raid on Rebel Factory Koensayr 42
Attack on Imperial-class Star Destroyer Tormentor
Ambush of Rebel Leader at Airam Platform
Raid Imperial Convoy Near Atterol
Frigate Duel--Malevolent vs. Endeavor
Attack on Victory-class Star Destroyer Formidable
Balance of Power [continued] (video game: Lawrence Holland)
Rebel Alliance vs. The Empire
Balance of Power in the Airam Sector
Two on Two--Alliance CRLs vs. Imperial STRKCs
4 Imperial Warships vs. Mon Calamari Cruiser Chie
Attack on Secret Imperial Base
Attack on Rebel Capitol Ships
ISD Conqueror vs. 3 Alliance Frigates
Attack on Imperial Shipyard
Imperial STRKC Ull vs. Alliance DREAD Karei
Campaigns
Spreading the Rebellion

THE *YODA'S CHALLENGE* TIMELINE

Nobody teaches kids math, music, and reading like Yoda! 'Nuff said.

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Yoda's Challenge (video game: Lucas Learning)
Yoda's Challenge (video game: Lucas Learning)

THE *YODA STORIES* TIMELINE

Do I even need to go into why this story's not official? Basically, you're Luke. You just met Yoda. Yoda is sending you on errands. That's just about it. Oh, and it plays like one of the old desktop time-killer games. Avoid this one at all costs, unless you just want a time-killer.

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

Yoda Stories (video game: LucasArts)
Yoda Stories (video game: LucasArts)

6.3.4—Miscellaneous Game-based Timelines

THE *BATTLE OF HOTH* TIMELINE

This combat game is featured as a special Rebellion Era game in Gamer *#6. It even includes a playmat for the game.*

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

The Battle of Hoth (G6 game: Ryan Miller)
The Battle of Hoth (G6 game: Ryan Miller)

It's a Good Bet the Empire Knows We're Here
Our First Catch of the Day
Prepare for Ground Assault

THE *SILENT DEATH* TIMELINE

The Silent Death *starship combat game from Iron Crown Enterprises and Mythic Entertainment has been revamped to work for* Star Wars *starfighter combat.efsma'da*

SW4 – 4 ASW4

Silent Death (G3 game: Erik A. Dewey)
Silent Death (G3 game: Erik A. Dewey)

THE *TATOOINE GRUDGE MATCH* TIMELINE

This game is not necessarily a board game, as it is sort of a cross between a board game and the RPG, but it is not quite part of the actual RPG, from what I've seen. I'm including it here separate from the Official Continuity. For the record, it is a quasi-RPG re-enactment of the Podrace, only utilizing Anakin and Sebulba instead of all racers.

32 BSW4

Tatooine Grudge Match (G1 game: J. D. Wiker)
Tatooine Grudge Match (G1 game: J. D. Wiker)

6.4--Other

THE *DARK SIDE DEVELOPER KIT* TIMELINE

It was hard to classify this as a timeline under Apocrypha or Fan Fiction because it seems like a Lego fan film at first glance. In actuality, this timeline is based on a Star Wars *Lego set that has a trailer online which re-enacts the Battle of Hoth with Legos, very nicely.*

SW4

Star Wars: Episode IV--"A New Hope" (movie: George Lucas)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

Star Wars: Dark Side Developer Kit (toy set and trailer: Lego Mindstorms)
Star Wars: Dark Side Developer Kit (toy set and trailer: Lego Mindstorms)

4 ASW4

Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

THE *EWOKS* TIMELINE

This timeline is a little bit strange in that it incorporates quite a few items from the official timeline into a timeline including several children's books. This is the only time when a children's book fits into an actual pre-conceived timeline.

5 - 0 BSW4

Ewoks Children's Book Saga (children's book series: James Howe & Judy Herbstman & Melinda Luke & Jane E. Gerver & Joe Johnston)
How the Ewoks Saved the Trees: An Old Ewok Legend (children's book: James Howe)
The Ewoks' Hang-Gliding Adventure (children's book: Judy Herbstman)
The Baby Ewoks' Picnic Surprise (children's book: Melinda Luke)
Three Cheers for Kneesa!: An Ewok Adventure (children's book: Jane E. Gerver)
Wicket Finds a Way: An Ewok Adventure (children's book: Melinda Luke)
The Adventures of Teebo: A Tale of Magic and Suspense (children's book: Joe Johnston)
Ewoks (Paul Dini & Bob Carrau & Linda Woolverton & Michael Dubil & Sam Wilson & Stephen Langford)
The Haunted Village (cartoon: Paul Dini & Bob Carrau)
    The Cries of the Trees (cartoon: Paul Dini)
    The Haunted Village (cartoon: Paul Dini)
    Rampage of the Phlogs (cartoon: Paul Dini)
    To Save Deej (cartoon: Bob Carrau)
The Traveling Jindas (cartoon: Bob Carrau)
The Tree of Light (cartoon: Bob Carrau)
The Curse of the Jindas (cartoon: Bob Carrau)
The Land of the Gupins (cartoon: Bob Carrau)
Sunstar vs. Shadowstone (cartoon: Paul Dini)
Wicket's Wagon (cartoon: Paul Dini)
The Three Lessons (cartoon: Bob Carrau)
Blue Harvest (cartoon: Paul Dini & Sam Wilson)
Asha (cartoon: Paul Dini)
The Crystal Cloak (cartoon: Paul Dini)
The Wish Plant (cartoon: Bob Carrau)
Home is Where the Shrieks Are (cartoon: Bob Carrau)
Princess Latara (cartoon: Paul Dini)
The Raich (cartoon: Michael Reeves)
The Totem Master (cartoon: Bob Carrau)
A Gift for Shodu (cartoon: Paul Dini)
Night of the Stranger (cartoon: Paul Dini)
Gone With the Mimphs (cartoon: Linda Woolverton)
The First Apprentice (cartoon: Paul Dini)
Hard Sell (cartoon: Michael Reeves)
A Warrior and a Lurdo (cartoon: Michael Dubil)
The Season Sceptor (cartoon: Bob Carrau)

Prow Beaten (cartoon: Bob Carrau)
Baba's Rival (cartoon: Linda Woolverton)
Horville's Hut of Horrors (cartoon: Paul Dini)
The Tragic Flute (cartoon: Bob Carrau)
Just My Luck (cartoon: Michael Dubil)
Bringing Up Norky (cartoon: Bob Carrau)
Battle for the Sunstar (cartoon: Paul Dini)
Party Ewok (cartoon: Bob Carrau)
Malani the Warrior (cartoon: Stephen Langford)

SW4

The Original Trilogy (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode IV--"A New Hope" (movie: George Lucas)

3 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode V--"The Empire Strikes Back" (movie: Leigh Brackett & Lawrence Kasdan & George Lucas)

4 ASW4

The Original Trilogy [continued] (movie trilogy: George Lucas & Leigh Brackett & Lawrence Kasdan)
Star Wars: Episode VI--"Return of the Jedi" (movie: Lawrence Kasdan & George Lucas)

THE *STAR TOURS* TIMELINE

This storyline contains the story behind the Star Tours *ride at Disneyworld's MGM Studios. In this reality, R2-D2, C-3PO, and a group of Mon Calamari run a galaxy-wide touring business that accidentally sends the tourist's shuttle into the middle of the Battle of Yavin (and I use the term loosely--the* Death Star *is in orbit of Endor, but completed as at Yavin and destroyed in the same fashion as at the Battle of Yavin). Avoid considering this a "good" version of the saga at all costs! Just go for the ambiance and the gift shop. (Did I mention that the shuttle launching area is based within an Ewok village and that to get there, one must walk through an area with an AT-AT, Snowspeeder, and desert skiff?) To summarize the story in less sarcastic terms, you are a tourist. You arrive at what looks like an Ewok village, with a crashed Tatooine-esque skiff, a parked T-47, and an AT-AT outside of it. (It is not on Endor, though, because that's your destination.) You enter to find the reception area of* Star Tours*, a galactic touring service run (in a control booth) by some Mon Calamari, C-3PO (directing traffic and repairs), and R2-D2 (in a* Star Tours *shuttle as he is in an X-wing). You finally get to the shuttle (the simulator room) and are informed that it is the/a Starspeeder 3000 piloted by a droid named Captain Rex and designated ST-45. You're almost killed as Rex makes his way out of the docking bay, but then you're on your way to Endor. You miss your destination and hit some cometary problems, but finally get to Endor just as a bizarre cross between the Battle of Yavin and the Battle of Endor gets underway. Your ship ends up making a trench run with Red 30 and Red 24 (aren't those numbers just a tad high?). When they blow this* Death Star *to kingdom come, you simply land just fine and depart through the well-stocked souvenir shop. (A* Prequel-*era* Star Tours *is currently in the works, which will apparently bring tourists into a Podrace.)*

32 BSW4

"Prequel-era Star Tours" (flight simulator: Lucasfilm & Disney) [forthcoming]*
"Prequel-era Star Tours" (flight simulator: Lucasfilm & Disney) [forthcoming]*

SW4 - 4 ASW4
Star Tours (flight simulator: Lucasfilm & Disney)
Star Tours (flight simulator: Lucasfilm & Disney)

SECTION VII

THE SWT PRODUCTION TIMELINE

This timeline details the various Star Wars Timeline *releases in relation to the release of the* Star Wars *films, and other pertinent continuity dates.*

1977
- *May 5:* Star Wars *is released.*

1978
- *July 21:* Star Wars *is re-released.*

1979
- *August 15:* Star Wars *is re-released again with the name* Star Wars: Episode IV*--"A New Hope."*

1980
- *May 21:* Star Wars: Episode V*--"The Empire Strikes Back" is released.*

1981
- *April 10:* Star Wars: Episode IV*--"A New Hope" is re-released for a third time, its fourth time in theaters.*
- *July 31:* Star Wars: Episode V*--"The Empire Strikes Back" is re-released.*

1982
- *November 19:* Star Wars: Episode V*--"The Empire Strikes Back" is re-released again.*

1983
- *May 25:* Star Wars: Episode VI*--"Return of the Jedi" is released.*

1987
- *West End Games releases* Star Wars: The Roleplaying Game*, which is the first attempt to create an expanded, connected, backstory for the* Star Wars *universe. It would later come to be a substantial part of the Expanded Universe and Official Continuity (which is the Expanded Universe minus Apocrypha).*

1991
- *May: The Official Continuation project for the* Star Wars *saga is launched, beginning with Timothy Zahn's* Heir to the Empire*. This will come to be slightly different than what becomes known as the Expanded Universe, in that this is when lines are drawn as to the Levels of Officiality and items begin being deemed Canon, Official, and Apocrypha (with Fan Fiction being an implied afterthought).*

1997

- *January 31:* Star Wars: Episode IV--*"A New Hope"* (Special Edition) *is released.*
- *February 21:* Star Wars: Episode V--*"The Empire Strikes Back"* (Special Edition) *is released.*
- *March 7:* Star Wars: Episode VI--*"Return of the Jedi"* (Special Edition) *is released.*
- *The* Star Wars Timeline *is created as an MS Works file for Nathan Butler's personal use.*
- *The* Star Wars Timeline *is reformatted into the* Star Wars Timeline 1.0 *and released.*
- *The* Star Wars Timeline 1.0 *is updated and expanded into the* Star Wars Timeline 1.1 *and released.*

1998

- *January 13: The* Star Wars Timeline 1.1 *is revised and expanded into the* Star Wars Timeline 2.0 *and released along with the first issue of the Jedi Council's* Holocron Ramblings.
- *March 4: The* Star Wars Timeline 2.1 *is released.*
- *June 7: The* Star Wars Timeline 2.2 *is released.*
- *July 29: The* Star Wars Timeline 2.2 *is revised and expanded to become the* Star Wars Timeline 3.0 *and released.*
- *August 18: The* Star Wars Timeline 3.1 *is released.*
- *September 30: The* Star Wars Timeline 3.2 *is released.*
- *October 17: The* Star Wars Timeline 4.0 *is released on Nathan Butler's 19th birthday.*
- *November 27: The* Star Wars Timeline 4.1 *is released.*

1999

- *January 3: The* Star Wars Timeline 5.0 *is released, including Fan Fiction for the first time.*
- *May 19: The film* Star Wars: Episode I--*"The Phantom Menace" is released. On the same day, the* Star Wars Timeline 6.0 *is released, now including events.*
- *July 8: The* Star Wars Timeline 7.x (Demo Version) *is released to generate readership for the* Star Wars Timeline 7.x.
- *July 11: The* Star Wars Timeline 7.x (07-11-99) *is released, adding several sections, reorganizing some sections, and beginning the SWT's monthly release schedule.*
- *August 16: The* Star Wars Timeline 7.x (08-16-99) *is released.*
- *September 9: The* Star Wars Timeline 7.x (09-09-99) *is released.*
- *October 17: On Nathan Butler's 20th birthday, the* Star Wars Timeline: Archive Edition *project is launched. All non-current versions of the* Star Wars Timeline *are henceforth converted into* Archive Editions*, which are available to all subscribers. These* Archive Editions *include the* Star Wars Timeline 7.x (Demo Version)*, which is renamed the* Star Wars Timeline Demo Version 1.0*, and a translation of the original MS Works document that became the* Star Wars Timeline 1.0*, which is dubbed the* Star Wars Timeline Version 0. *At the same time, the* Star Wars Timeline 7.x (10-17-99) *is released as is the* Star Wars Timeline Demo Version 1.1*.*
- *October 21: Angelfire, the original host site of the* Star Wars Timeline Homepage *and other NB Productions pages, informs all users that advertisements are to become mandatory on/with all pages starting on November 1, 1999. This prompts the transfer of all NB Productions materials, including the* SWT Homepage *to another host site, Xoom.*
- *November 13: The* Star Wars Timeline 7.x (11-13-99) *is released.*
- *December 3:* Star Wars: Episode I—*"The Phantom Menace" is re-released in theaters for a one-week theatrical run with proceeds going to charity.*

- *December 11: The* Star Wars Timeline 7.x (12-11-99) *is released.*
- *December 12: After about a year of operating under the banner of NB Productions, Nathan Butler decides to disband the website and continue on with the* Star Wars Timeline *without the NB Productions title. All that will remain of the NB Productions website is the SWT area, which will be somewhat revamped.*

2000

- *January 13: The* Star Wars Timeline 7.x (01-13-00) *is released.*
- *February 8: The* Star Wars Timeline 7.x (02-08-00) *is released.*
- *March 12: The* Star Wars Timeline 7.x (03-12-00) *is released.*
- *April 11: The* Star Wars Timeline 7.x (04-11-00) *is released. Along with this release, the* Star Wars Chronology Network (ChronoNet) *is launched, with founding members Nathan Butler, Andrew Kennedy, Rob Mullin, and Chaz LiBretto (though LiBretto will take an indefinite leave from the* ChronoNet *and his* Star Wars Chronicler *shortly thereafter).*
- *May 12: The* Star Wars Timeline 7.x (05-12-00) *is released.*
- *June 16: The* Star Wars Timeline 7.x (06-16-00) *is released.*
- *July 13: The* Star Wars Timeline 7.x (07-13-00) *is released.*
- *August 14: The* Star Wars Timeline 7.x (08-14-00) *is released.*
- *September 15: The* Star Wars Timeline 7.x (09-15-00) *is released.*
- *October 13: The* Star Wars Timeline 7.x (10-13-00) *is released.*
- *November 4: The* Star Wars Timeline 7.x (11-04-00) *is released. It is announced that there will not be a December release to allow for further preparation for the release of the* Star Wars Timeline Gold *in January 2001.*
- *November 15: The* Star Wars Timeline: Archive Edition *project is closed down. All* Archive Editions *are removed from online hosting service, making the only circulating file the newest. This also takes out of circulation both versions of the* Star Wars Timeline*'s Trailer A, in preparation for the launch of Trailer B in the near future.*
- *Late November: Wizards of the Coast releases its* Star Wars: The Roleplaying Game*, a new RPG based on the* Star Wars *saga, which adds to, and does* not *replace, the materials introduced by West End Games*

2001

- *January 06: The* Star Wars Timeline Gold, Release 1 *is released, launching the Gold edition of the timeline*
- *January 28: The* Star Wars Chronology Network (ChronoNet) *is disbanded owing to a distinct lack of progress.*
- *February 14: The* Star Wars Timeline Gold *finds a new home with* T'Bone's *Star Wars* Universe*. As a result, the old SWT Homepage is phased out.*
- *February 17: The* Star Wars Timeline Gold, Release 2 *is released.*
- *March 11: The* Star Wars Timeline Gold, Release 3 *is released.*
- *April 13: The* Star Wars Timeline Gold, Release 4 *is released.*
- *May 1: Due to the forthcoming closing of Fandom.com and server problems with starwarz.com, the SWT-G's official hosting duties return to private hosting using www.starwarstimeline.com and www.swtimeline.com. This time, however, the files are hosted by SWT-G Research Assistant Kurt Luther on his Planet-Eclipse.com.*
- *May 7: The* Star Wars Timeline Gold, Release 5 *is released.*
- *June 11: The SWT-G's official hosting moves from temporary hosting at Planet-Eclipse.com and closed hosting at www.fandom.com/starwars and finds its new home at www.starwarz.com/timeline, where the original homepage becomes a "planet" of the fan site.*
- *June 14: The* Star Wars Timeline Gold, Release 6 *is released.*
- *July 6: The* Star Wars Timeline Gold, Release 7 *is released.*

- *August 9: The* Star Wars Timeline Gold, Release 8 *is released.*
- *September 12: The* Star Wars Timeline Gold, Release 9 *is released.*

SECTION VIII

FREQUENTLY ASKED QUESTIONS (FAQ)

I suppose that any time that something like the *Star Wars Timeline* is created and released to the general public, there are bound to be questions that arise. I've received quite a bit of E-mail with questions about the SWT, me, and whatever else came to mind. I've set aside this section as a way to answer the majority of those questions.

8.1--Questions About the SWT's Evolution

- ***Why make a* Star Wars *timeline?***

  Mainly, its purpose is to stop confusion. With so much *Star Wars* material out there, keeping track of "what is what" and "when things happen" becomes more important as time goes on. I maintain and distribute the SWT as a service to fellow *Star Wars* fans and as my own little way of making a ripple (however insignificant) in the vast cultural phenomenon that is *Star Wars*.

- ***How did the* Star Wars Timeline *start?***

  Believe it or not, the SWT began as a simple 3-page MS Works file (now called *Version 0*), just for my own usage while reading SW stories. I had no idea how intricate the *Star Wars* continuity had become, nor how much of a demand there was for a timeline file of this sort. Hell, it took quite a bit of research to even begin figuring out just how ungodly many Apocryphal *Star Wars* storylines existed. I converted that MS Works *Version 0* file into a somewhat better MS Word file called *The Star Wars Timeline 1.0* and sent copies to a few friends, and things picked up from there ove the next few years.

  (For information on release dates, see the Version History or SWT Production Timeline.)

- ***Did you have any particular things that inspired you?***

  1. Michael Beidler's *Star Wars Literature Compendium*
  2. Michael and Denise Okuda's *Star Trek Chronology*
  3. Andy Lane's *The Babylon File, Volumes 1 and 2*
  4. The dedication and enthusiasm of *Star Wars* fans around the world

- ***Why did you choose to use BSW4, SW4, and ASW4, instead of BBY, 0, and ABY, like the* Star Wars Encyclopedia *and* The Essential Chronology *do?***

  1. The BSW4/SW4/ASW4 dating system is more widely used among fans than the ABY/0/BBY system.
  2. Those documents that tend to use ABY/0/BBY are usually ones that are presented as historical documents from *within* the *Star Wars* universe for denizens of the *Star Wars* universe. I make no such backstory claims for the SWT. This is our universe looking upon theirs, not an Obroa Skai, New Republic Historical Society, or other *Star Wars* universe self-history.
  3. BSW4/SW4/ASW4 looks better in print.

- ***Why did you divide entries into different timelines instead of just one that had everything?***

The answer to that is simple: because it would have been *wrong*. Even Lucasfilm, the company that allowed these items to be published, draws lines about what goes in which timeline. I've taken their rulings and applied them to separate things as they are *supposed* to be. Combining them all into one timeline would be both messy and (if each were not marked to say what level of Officiality they are) incorrect.

8.2--The Future of the SWT

- ***Will the items without summaries ever be summarized?***

  At present, I'm hoping that almost everything *has* been summarized, but rest assured that those things that aren't summarized will be summarized as soon as possible.

- ***What about the items have events listed, but no summary or title entry?***

  These items are usually just source materials like RPG sourcebooks with no definite timeframe or storyline. As such, they themselves cannot be summarized or listed chronologically, but events referenced in them can be.

- ***Will the* Star Wars Timeline *ever exist as a website like some of the others on the Internet?***

  It's doubtful. The amount of work to make it good enough to fit my own standards for what I'd want it to be would be staggering.

- ***Do you plan to get the* Star Wars Timeline *published, either as a book or computer program?***

  Two words: copyright infringement. Sorry, folks.

- ***How long do you intend to continue your work on the timeline?***

  I'd like to keep things going as long as possible. Can I promise that? Of course not. But I do promise to try to keep the SWT-G up and running as best I can, whatever my life situation might be.

8.3—General SWT Questions

- ***Where do you get your information?***

  Several places. Mostly, I derive dates from stated dates in materials or logical conjecture based on references in materials. It's a lot of reading and taking notes. When it comes to FanFic, I try to get dates from the author.

  At times (and more frequently as the SWT has gotten larger, it seems), readers of the SWT or the "silent partners" who have helped me periodically in the past will send me information files with items not yet on the SWT. After I have verified their information to the best of my abilities, it is included. I am not always certain where their information comes from, but if I *do* find out that any of them are ripping-off anyone else's work without telling me the source so I can rightly attribute it to them, that person will be excluded from any further SWT activity.

  In times of confusion, I try to cross-reference my dates with that of other timelines to see how my reasoning and theirs stand up to each other. Mostly, I end up sticking with my date, but sometimes I bend to their research. To clarify what I mean by cross-referencing with other timelines, I'll use an early example from the Official Continuity Timeline above—the colonization of Alderaan at 27,500 BSW4. In this case, while I was researching events, I came across a notation in the *Illustrated Star Wars Universe* about this human society on Alderaan (from colonization) that was a major founding member in the Old Republic. To me, this necessitated at least a couple thousand years on Alderaan before they would reach such a height, so I rounded to 2.5 millennia from

the supposed founding of the Old Republic at 25,000 BSW4 (based on the old “over a thousand generations” and the *Guide to the Star Wars Universe*). The fact that the humans there had to have had space travel technology before colonization, though, suggested to me that perhaps they didn’t need that long before the creation of the Old Republic. I was torn on whether or not to move the event, so I cross-referenced with *TimeTales*. When I saw that they had reached the same initial conclusion I had, but hadn’t moved it around as a result of the space travel issue, I decided to just go with the original date. Who am I to argue with myself and my colleagues in timelining, right?

The biggest problem with any timeline is that with all of the people researching, it is unavoidable for timeline entries to look similar, especially if all parties research and come to the same general conclusion. In a couple of cases, I've found people who had subscribed to the SWT "ripping it off" right down to the wording of my Levels of Officiality discussion. Like any creator, I have tried to stop these rip-offs when found and to hold subscribers to an agreement of non-disclosure or plagiarism. To those who would accuse me in the future of ripping off others (and, to date, only two people have done so—both mistakenly, and both from the same other timeline team): I assure you that the information you will find in the SWT is based on *my own* research (and by “my own,” I include that of my silent partners and recognized partners, whose work appears on the SWT under my name). When I (or my partners) *do* look at other timelines, it is in cross-reference, not plagiarism. I stand by my creation. Its accuracies are my own, as are its flaws, and I will listen to constructive criticism when found to be in error. I've created this thing from the foundation on up, but I'm only human, and bound to make mistakes. To assume that the SWT is anything other than the original work (unless otherwise cited) would be a mistake on *your* part.

A few people read my earlier comments on this issue about “cross-referencing” and assumed that “cross-referencing” was a fancy way of saying “ripping-off.” As noted above, I am very much against such practices. For those still confused, I would point to the various borrowed items and summaries that are in the Official Continuity Timeline above, borrowed from *TimeTales*. You’ll note that they are all referenced and cited to both the original source *and TimeTales*. That is as it should be. When you see entries like that, they *have* been borrowed, but only in those instances. It’s a matter of both respect and honesty to cite your true sources, and I hope that this extended answer has helped illustrate that. I can only hope that those who wish to cite materials from the SWT will pay me the same respect.

- ***You include three other movie trilogies other than the Prequel Trilogy and Classic Trilogy (all as cancelled). What gives?***

Those are in honor of (and as placeholders for) the episodes that at some point in time, Lucas said would exist. Now, before you start yelling about Lucas now saying that *Star Wars* is only a six-episode saga, allow me to explain why this is *now* the case, but anyone, including Lucas, who tells you that this was *always* the case, is lying out of their arse, given what Lucas publicly said from 1977 through 1995.

Way back in 1977 (and earlier, during the first film’s production), it was never publicly stated that *Star Wars* was to be anything more than one film, the one we know now as *Star Wars: Episode IV*—“A New Hope.” This isn’t that surprising because most people thought the original film would be a complete flop, so speaking of the future seemed a bit premature.

When *Star Wars* (not yet subtitled) became a phenomenal hit, future episodes entered the picture. This wasn’t the current six-episodes or even the long-stated nine-episodes, though. It was *twelve*. In the Official *Star Wars* Fan Club Newsletter’s second issue, it was reported that “on February 23 [1978], it was announced [by Lucas] that the Star Wars Corporation [Lucasfilm, in the terminology of the time] will begin production on the sequel to *Star Wars* [ANH] this summer [of 1978] . . . based on the second of 12 stories in George Lucas’ *Adventures of Luke Skywalker* series.” So, as of late February of 1978, there were to be *twelve* episodes (*four* trilogies), which

were to *begin* with *Star Wars* [ANH] (i.e. not with a Prequel Trilogy), and encompass a saga centering on *Luke* Skywalker.

One year later (1979), *Star Wars* was re-released in theaters once again, this time bearing the now-familiar title *Star Wars: Episode IV*—"A New Hope." Obviously, plans seemed to have changed . . .

In 1980, *Star Wars: Episode V*—"The Empire Strikes Back" was released in theaters and questions abounded as to what had happened to ANH being the first episode, and what other changes may have been made to the plan. In May, Lucas told the Official *Star Wars* Fan Club Newsletter (which had been retitled *Bantha Tracks*) that he had "cut that number [12 episodes] down to nine because the other three were tangential to [his] saga." He even went so far as to indicate to *Time* on May 19, 1980 that the last (Sequel) trilogy was to "involve the rebuilding of the Republic." Yet again, in a May issue of *Time* (and later the May 23, 1983 issues as well) he reiterated that there were to be nine episodes and stated that the Sequel Trilogy's "main theme will be the necessity for moral choices and the wisdom needed to distinguish right from wrong." Even more intriguingly, he stated that the Sequel Trilogy would deal "with the character that survives *Star Wars III* and his adventures." So, as of 1980, there was absolutely no question that the *Star Wars* saga was to be nine episodes long, not even in Lucas' mind, based on his public statements.

Fifteen years after originally telling fans that *Star Wars* was a nine-episode saga (seventeen years after originally telling fans that it was a twelve-episode saga), Lucas brought us to where we are today. In the 1995 hardback reprinting of the novelization to *The Empire Strikes Back*, Lucas stated that "from the onset [he] conceived *Star Wars* as a series of six films, or two trilogies . . . a 12-hour movie." This story, that he *never* considered anything beyond six episodes, is the story Lucas has stuck with (aside from comments about waiting until the Prequel Trilogy is over before talking about a Sequel Trilogy, which he now denies making) since 1995.

That isn't the *only* word about the saga's latter segments since then, however. In a 1996 *Starlog* interview, Marc Shapiro asked Mark Hamill if he knew anything of a Sequel Trilogy, to which he replied that "[Lucas] asked me if I would be interested in playing the Obi-Wan-type character in the last three." The Sequel Trilogy (and possibly the other planned episodes) were also still implied all during Bantam's hold on the *Star Wars* novel license, since the period 29+ ASW4 was off-limits to writers. It is only now, in the post-1999 SW production world, that this rule (and others that pertained to a Sequel Trilogy era, such as Luke not being allowed a permanent love interest, no major characters dying, etc.) has been rescinded. One wonders why the rule existed in the first place if, as Lucas says, he had intended only six films "from the onset."

Saying that he only intends to make two trilogies *now* is one thing. That would just be a matter of him changing his mind. Saying that he *never* said there would be more than six episodes is quite another because it throws the journalistic integrity of *Time*, the Official *Star Wars* Fan Club Newsletter (AKA *Bantha Tracks*), and countless other publications into jeopardy. In essence, he is saying that all of these publications that quoted him when he talked of episodes beyond just six were grossly misquoting him or flat-out lying.

I include the Sequel Trilogy (episodes VII – IX by current reckoning, but episodes IV – VI by the 12-episode plan) and both "Post-Sequel Trilogies" (episodes VII – XII in the 12-episode plan) as testament to the fact that they *were* going to be made at one point in time. Lucas' plans may have changed, as is his right as the saga's creator, but no amount of denial and implications of countless falsified quotes over a seventeen year period can change the fact that these *were* on the drawing board. Lucas himself said so, whether he acknowledges it at the present time or not.

- ***Do you distinguish between the West End Games and Wizards of the Coast versions of* Star Wars: The Roleplaying Game*?***

Only when necessary. All are still Official, so it isn't usually needed.

8.4--Getting Your Name or Information on the SWT

- ***I want to join the SWT team. How can I?***

  I try to keep the SWT as much a one-man project as possible. I've only taken on two Research Assistants in minor capacities. If you would like to help, you can E-mail me, but I can't and won't make any promises on whether you'll be able to become "part of the team." This is generally a solo production.

- ***I wrote a FanFic story (or made a Fan Film). How do I get it on the SWT?***

  I'm always looking for new FanFic to place in the Fan Fiction Supplement. Simply send me an E-mail at timeline@starwarz.com, telling me the name of the story, your name, when the story takes place (as specifically as possible), and where I can find your FanFic creation for confirmation.

- ***I found something that isn't on the timeline! What can I do about it?***

  Well, if you've found something that isn't listed here or *in my notes already*, you can mail me at timeline@starwarz.com and provide me with information about whatever it is. If you're the first to do so you'll be included in the Thanks Section for your contribution.

- ***Is there anything else you need right now?***

  - Information for currently unlisted and unsummarized RPG magazine stories

- ***How can I get in touch with you?***

  timeline@starwarz.com

SECTION IX

SWT VERSION HISTORY (VITAL STATISTICS)

The *Star Wars Timeline* has grown immensely since I first conceived the project in 1997. The original document, a three-page MS Works document for my own personal use, has expanded through 35 releases (including the original and the version you are reading right now). In that time, the SWT has grown to include twelve distinct sections and over 750 pages of information. I'm not sure if that's more a testament to my patience and tenacity or to my immense anal retentiveness and driving need to be doing something every moment of the day, but in either case, the result is the same. The SWT is now one of the most respected *Star Wars* timelines available, and I have you, the readers, to thank.

This section includes a detailed listing of the vital statistics for each release of the SWT, from the original file, dubbed *Version 0*, right up through the current release. (Please note that "growth from previous" is in terms of percent growth in pages, so it is not always an indicator of just how much never information appears.)

The Star Wars Timeline Version 0
Release Date: N/A
Pages: 3
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A

The Star Wars Timeline Version 1.0
Release Date: December 1997
Pages: 4
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A

FAQ Questions: N/A
Growth from Previous: N/A

The Star Wars Timeline Version 1.1
Release Date: January 1998
Pages: 4
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 0%

The Star Wars Timeline Version 2.1
Release Date: 04 March 1998
Pages: 10
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 0%

The Star Wars Timeline Version 3.0
Release Date: 29 July 1998
Pages: 64
Canonical Timelines: N/A
Apocryphal Timelines: 15
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 357%

The Star Wars Timeline Version 3.2
Release Date: 30 September 1998
Pages: 112
Canonical Timelines: 4
Apocryphal Timelines: 32
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 19%

The Star Wars Timeline Version 4.1
Release Date: 27 November 1998
Pages: 127
Canonical Timelines: 4
Apocryphal Timelines: 51
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 3%

The Star Wars Timeline Version 6.0
Release Date: 19 May 1999
Pages: 310
Canonical Timelines: 4
Apocryphal Timelines: 51
Fan Fiction Timelines: 53
FAQ Questions: N/A
Growth from Previous: 77%

The Star Wars Timeline Version 7.x #2
Release Date: 16 August 1999
Pages: 374
Canonical Timelines: 4
Apocryphal Timelines: 59
Fan Fiction Timelines: 70
FAQ Questions: 37
Growth from Previous: 5%

The Star Wars Timeline Version 7.x #4
Release Date: 17 October 1999
Pages: 396

FAQ Questions: N/A
Growth from Previous: 33%

The Star Wars Timeline Version 2.0
Release Date: 13 January 1998
Pages: 10
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 150%

The Star Wars Timeline Version 2.2
Release Date: 07 June 1998
Pages: 14
Canonical Timelines: N/A
Apocryphal Timelines: N/A
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 40%

The Star Wars Timeline Version 3.1
Release Date: 18 August 1998
Pages: 94
Canonical Timelines: 4
Apocryphal Timelines: 32
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 47%

The Star Wars Timeline Version 4.0
Release Date: 17 October 1998
Pages: 123
Canonical Timelines: 4
Apocryphal Timelines: 48
Fan Fiction Timelines: N/A
FAQ Questions: N/A
Growth from Previous: 10%

The Star Wars Timeline Version 5.0
Release Date: 03 January 1999
Pages: 175
Canonical Timelines: 4
Apocryphal Timelines: 50
Fan Fiction Timelines: 44
FAQ Questions: N/A
Growth from Previous: 38%

The Star Wars Timeline Version 7.x #1
Release Date: 11 July 1999
Pages: 355
Canonical Timelines: 4
Apocryphal Timelines: 59
Fan Fiction Timelines: 68
FAQ Questions: 29
Growth from Previous: 15%

The Star Wars Timeline Version 7.x #3
Release Date: 09 September 1999
Pages: 379
Canonical Timelines: 4
Apocryphal Timelines: 59
Fan Fiction Timelines: 70
FAQ Questions: 39
Growth from Previous: 1%

The Star Wars Timeline Version 7.x #5
Release Date: 13 November 1999
Pages: 414

Canonical Timelines: 4
Apocryphal Timelines: 61
Fan Fiction Timelines: 72
FAQ Questions: 41
Growth from Previous: 4%

The Star Wars Timeline Version 7.x #6
Release Date: 11 December 1999
Pages: 450
Canonical Timelines: 4
Apocryphal Timelines: 61
Fan Fiction Timelines: 77
FAQ Questions: 44
Growth from Previous: 9%

The Star Wars Timeline Version 7.x #8
Release Date: 08 February 2000
Pages: 520
Canonical Timelines: 4
Apocryphal Timelines: 64
Fan Fiction Timelines: 85
FAQ Questions: 45
Growth from Previous: 3%

The Star Wars Timeline Version 7.x #10
Release Date: 11 April 2000
Pages: 556
Canonical Timelines: 4
Apocryphal Timelines: 67
Fan Fiction Timelines: 88
FAQ Questions: 48
Growth from Previous: 4%

The Star Wars Timeline Version 7.x #12
Release Date: 16 June 2000
Pages: 589
Canonical Timelines: 4
Apocryphal Timelines: 71
Fan Fiction Timelines: 88
FAQ Questions: 48
Growth from Previous: 4%

The Star Wars Timeline Version 7.x #14
Release Date: 14 August 2000
Pages: 620
Canonical Timelines: 4
Apocryphal Timelines: 73
Fan Fiction Timelines: 88
FAQ Questions: 46
Growth from Previous: 2%

The Star Wars Timeline Version 7.x #16
Release Date: 13 October 2000
Pages: 661
Canonical Timelines: 4
Apocryphal Timelines: 75
Fan Fiction Timelines: 88
FAQ Questions: 46
Growth from Previous: 5%

The Star Wars Timeline Gold 1
Release Date: 06 January 2001
Pages: 736
Canonical Timelines: 4
Apocryphal Timelines: 79
Fan Fiction Timelines: 189
FAQ Questions: 37
Growth from Previous: 8%

Canonical Timelines: 4
Apocryphal Timelines: 61
Fan Fiction Timelines: 77
FAQ Questions: 43
Growth from Previous: 5%

The Star Wars Timeline Version 7.x #7
Release Date: 13 January 2000
Pages: 506
Canonical Timelines: 4
Apocryphal Timelines: 61
Fan Fiction Timelines: 77
FAQ Questions: 45
Growth from Previous: 12%

The Star Wars Timeline Version 7.x #9
Release Date: 12 March 2000
Pages: 536
Canonical Timelines: 4
Apocryphal Timelines: 64
Fan Fiction Timelines: 86
FAQ Questions: 47
Growth from Previous: 3%

The Star Wars Timeline Version 7.x #11
Release Date: 12 May 2000
Pages: 564
Canonical Timelines: 4
Apocryphal Timelines: 67
Fan Fiction Timelines: 88
FAQ Questions: 48
Growth from Previous: 1%

The Star Wars Timeline Version 7.x #13
Release Date: 13 July 2000
Pages: 605
Canonical Timelines: 4
Apocryphal Timelines: 73
Fan Fiction Timelines: 88
FAQ Questions: 46
Growth from Previous: 3%

The Star Wars Timeline Version 7.x #15
Release Date: 15 September 2000
Pages: 628
Canonical Timelines: 4
Apocryphal Timelines: 73
Fan Fiction Timelines: 88
FAQ Questions: 46
Growth from Previous: 1%

The Star Wars Timeline Version 7.x #17
Release Date: 04 November 2000
Pages: 684
Canonical Timelines: 4
Apocryphal Timelines: 75
Fan Fiction Timelines: 88
FAQ Questions: 46
Growth from Previous: 3%

The Star Wars Timeline Gold 2
Release Date: 17 February 2001
Pages: 741
Canonical Timelines: 4
Apocryphal Timelines: 80
Fan Fiction Timelines: 193
FAQ Questions: 29
Growth from Previous: 1%

The Star Wars Timeline Gold 3
Release Date: 11 March 2001
Pages: 768
Canonical Timelines: 4
Apocryphal Timelines: 88
Fan Fiction Timelines: 212
FAQ Questions: 27
Growth from Previous: 4%

The Star Wars Timeline Gold 4
Release Date: 13 April 2001
Pages: 779
Canonical Timelines: 4
Apocryphal Timelines: 89
Fan Fiction Timelines: 221
FAQ Questions: 27
Growth from Previous: 1%

The Star Wars Timeline Gold 5
Release Date: 07 May 2001
Pages: 795
Canonical Timelines: 4
Apocryphal Timelines: 89
Fan Fiction Timelines: 228
FAQ Questions: 27
Growth from Previous: 2%

The Star Wars Timeline Gold 6
Release Date: 14 June 2001
Pages: 812
Canonical Timelines: 4
Apocryphal Timelines: 90
Fan Fiction Timelines: 248
FAQ Questions: 27
Growth from Previous: 2%

The Star Wars Timeline Gold 7
Release Date: 06 July 2001
Pages: 818
Canonical Timelines: 4
Apocryphal Timelines: 91
Fan Fiction Timelines: 253
FAQ Questions: 27
Growth from Previous: 1%

The Star Wars Timeline Gold 8
Release Date: 09 August 2001
Pages: 722 + 111 = 833
Canonical Timelines: 4
Apocryphal Timelines: 99
Fan Fiction Timelines: 264
FAQ Questions: 19
Growth from Previous: 2%

The Star Wars Timeline Gold 9
Release Date: 12 September 2001
Pages: 730 + 115 = 845
Canonical Timelines: 4
Apocryphal Timelines: 101
Fan Fiction Timelines: 271
FAQ Questions: 18
Growth from Previous: 1%

The Star Wars Timeline Demo Version 1.0
Release Date: 08 July 1999
Pages: 31
Canonical Timelines: 1
Apocryphal Timelines: 1
Fan Fiction Timelines: 1
FAQ Questions: 1

The Star Wars Timeline Demo Version 1.1
Release Date: 17 October 1999
Pages: 34
Canonical Timelines: 1
Apocryphal Timelines: 1
Fan Fiction Timelines: 1
FAQ Questions: 1

SECTION X

***STAR WARS* VIDEO RELEASE HISTORY**

The *Star Wars* films have been released to American audiences in various video forms far more times than most people realize. Here is a quick rundown of the various American *Star Wars* releases on VHS, Betamax, CED, Laserdisc, VCD, and DVD releases. (The VCD and laserdiscs include the Malaysian and Japanese releases that were made available in the U.S. via the Internet in large quantities.) The vast majority of this information, revised from its original presentation, was found on the *Home Video Timeline* at davisdvd.com, and has been used with the permission of the author, Patrick Mirza.

- ***Star Wars: Episode I*—"The Phantom Menace" (Original Edition)**
  VHS Release #1 (20th Century Fox Home Entertainment, 1999): Pan and Scan release.
  VHS Release #2 (20th Century Fox Home Entertainment, 1999): Collector's Edition Widescreen release, including 35-mm film strip and an abridged version of *The Art of Episode I*.
  VHS Release #3 (20th Century Fox Home Entertainment, 1999): American-released but Spanish-language, pan and scan.

Laserdisc Release #1 (20th Century Fox Home Entertainment, 1999): Technically not a U.S. release, but released in Japan and heavily imported into the U.S. No official U.S. laserdiscs release exists.
VCD Release #1 (20th Century Fox Home Entertainment, 2000): Pan and Scan VCD release.
DVD Release #1 (20th Century Fox Home Entertainment, 2001): Widescreen DVD release with several hours of extras.

- ***Star Wars: Episode IV*—"A New Hope" (Original Edition)**
  VHS Release #1 (20th Century Fox Home Video, 1982): Plastic case with "Video Rental Library" label. Rental only.
  Betamax Release #1 (20th Century Fox Home Video, 1982): Plastic case with "Video Rental Library" label. Rental only.
  CED Release #1 (20th Century Fox Home Video, 1982): Time-compressed to 116 minutes to fit 120-minute media format.
  CED Release #2 (CBS/FOX Home Video, 1982): Time-compressed to 116 minutes to fit 120-minute media format.
  VHS Release #2 (20th Century Fox Home Video, 1982): Drawer case, did *not* include the line, "The Tractor beam is coupled to the main reactor in seven locations. A power loss at one of the terminals will allow the ship to leave."
  Betamax Release #2 (20th Century Fox Home Video, 1982): Drawer case, did *not* include the line, "The Tractor beam is coupled to the main reactor in seven locations. A power loss at one of the terminals will allow the ship to leave."
  Laserdisc Release #1 (20th Century Fox Home Video, 1982): Pan and Scan, extended-play CLV disc, time-compressed to 116 minutes.
  Laserdisc Release #2 (CBS/FOX Home Video, 1982): Pan and Scan, extended-play CLV disc, time-compressed to 118 minutes.
  Laserdisc Release #3 (CBS/FOX Home Video, 1982): Pan and Scan, 3 standard-play CAV discs, time-compressed to 118 minutes.
  VHS Release #3 (20th Century Fox Home Video, 1982): Slipcase, still did *not* include the missing C-3PO line.
  Betamax Release #3 (20th Century Fox Home Video, 1982): Slipcase, still did *not* include the missing C-3PO line.
  VHS Release #4 (CBS/FOX Home Video, 1984): Restored C-3PO's line.
  VHS Release #5 (CBS/FOX Home Video, 1986): Same as VHS Release #4, but added "1977-1987" commercial for the *Classic Trilogy* at end of tape
  VHS Release #6 (CBS/FOX Home Video, 1987): Same as Release #5, with exception of commercial moved to beginning of tape
  Laserdisc Release #4 (CBS/FOX Home Video, 1989): First letterboxed release. Released only in trilogy set, taking up 3 sides of 2 extended-play CLV discs.
  VHS Release #7 (CBS/FOX Home Video, 1990): New packaging, also released in boxed trilogy set.
  Betamax Release #4 (CBS/FOX Home Video, 1990): New packaging, also released in boxed trilogy set.
  VHS Release #8 (CBS/FOX Home Video, 1992): Letterbox, shipped in collector's set with full trilogy, *From Star Wars to Jedi: The Making of a Saga*, and abbreviated *The Creative Impulse* book, in a collector's case featuring hologram of ANH art and certificate of authenticity. Supposedly also released separately.
  Laserdisc Release #5 (Fox Video, 1993): Included in *The Definitive Collection* trilogy set, featured original trailers, film-to-storyboard comparisons, interviews, stills, and abbreviated *The Creative Impulse.* Missing C-3PO's tractor beam line again. Part of a 9 standard-play CAV disc set. Technically, this was the first *Star Wars* THX release of any kind.
  VHS Release #9 (Fox Video, 1995): THX remastered Pan and Scan version, also available in trilogy set.
  VHS Release #10 (Fox Video, 1995): THX remastered Letterbox version, also available in trilogy set.
  Laserdisc Release #6 (Fox Video, 1995): Same as Laserdisc Release #5 without supplemental materials. Contained on 2 extended-play CLV discs.

- ***Star Wars: Episode IV*—"A New Hope" (Special Edition)**
  VHS Release #1 (20th Century Fox Home Entertainment, 1997): Pan and Scan release of ANH:SE.
  VHS Release #2 (20th Century Fox Home Entertainment, 1997): Letterbox release of ANH:SE.
  VHS Release #3 (20th Century Fox Home Entertainment, 1997): Letterbox "Limited Edition Collector's Set" release of full trilogy with documentary, 35mm film clip, pewter keepsake, 3 posters prints, and *The Art of Star Wars Special Edition*. Limited to 40,000.
  Laserdisc Release #1 (20th Century Fox Home Entertainment, 1997): Letterbox release of ANH:SE, including documentary materials, released only in trilogy set.

VHS Release #4 (20th Century Fox Home Entertainment, 2000): Pan and Scan re-release of ANH:SE, released only in trilogy set, including *Episode II* documentary footage.
VHS Release #5 (20th Century Fox Home Entertainment, 2000): Letterbox re-release of ANH:SE, released only in trilogy set, including *Episode II* documentary footage.
VCD Release #1 (20th Century Fox Home Entertainment/VideoVan Singapore, 2000): Pan and Scan "Original VCD Premiere" release of ANH:SE, released only in trilogy set, including *Episode II* documentary footage. Malaysian release imported to U.S.

- ***Star Wars: Episode V*—"The Empire Strikes Back" (Original Edition)**
  VHS Release #1 (CBS/FOX Home Video, 1984): Packaged in regular box, included ANH commercial.
  Betamax Release #1 (CBS/FOX Home Video, 1984): Packaged in regular box, included ANH commercial.
  VHS Release #2 (CBS/FOX Home Video, 1984): Packaged in slipcase, included ANH commercial.
  Betamax Release #2 (CBS/FOX Home Video, 1984): Packaged in slipcase, included ANH commercial.
  CED Release #1 (CBS/FOX Home Video, 1984): Time-compressed to fit 120-minute media format.
  Laserdisc Release #1 (CBS/FOX Home Video, 1984): Pan and Scan, extended-play CLV disc, time-compressed.
  Laserdisc Release #2 (CBS/FOX Home Video, 1984): Pan and Scan, 3 standard-play CAV discs, time-compressed.
  VHS Release #3 (CBS/FOX Home Video, 1986): Same as VHS Release #2, but with trilogy commercial.
  VHS Release #4 (CBS/FOX Home Video, 1987): Featured "1977 - 1987" commercial.
  Laserdisc Release #3 (CBS/FOX Home Video, 1989): First letterboxed release. Released only in trilogy set, taking up 3 sides of 2 extended-play CLV discs.
  VHS Release #5 (CBS/FOX Home Video, 1990): New packaging, also released in boxed trilogy set.
  Betamax Release #3 (CBS/FOX Home Video, 1990): New packaging, also released in boxed trilogy set.
  VHS Release #6 (CBS/FOX Home Video, 1992): Letterbox, shipped in collector's set with full trilogy, *From Star Wars to Jedi: The Making of a Saga*, and abbreviated *The Creative Impulse* book, in a collector's case featuring hologram of ANH art and certificate of authenticity. Supposedly also released separately.
  Laserdisc Release #4 (Fox Video, 1993): Included in *The Definitive Collection* trilogy set, featured original trailers, film-to-storyboard comparisons, interviews, stills, and abbreviated *The Creative Impulse.* Cut out part of Leia welding. Part of a 9 standard-play CAV disc set. Technically, this was the first *Star Wars* THX release of any kind.
  Laserdisc Release #5 (Fox Video, 1993): Same as Laserdisc Release #4, just a later pressing that fixed the "Leia welding" scene.
  VHS Release #7 (Fox Video, 1995): THX remastered Pan and Scan version, also available in trilogy set.
  VHS Release #8 (Fox Video, 1995): THX remastered Letterbox version, available trilogy set.
  Laserdisc Release #6 (20th Century Fox Home Entertainment, 1997): Same as Laserdisc Release #5 without supplemental materials.

- ***Star Wars: Episode V*—"The Empire Strikes Back" (Special Edition)**
  VHS Release #1 (20th Century Fox Home Entertainment, 1997): Pan and Scan release of ESB:SE.
  VHS Release #2 (20th Century Fox Home Entertainment, 1997): Letterbox release of ESB:SE.
  VHS Release #3 (20th Century Fox Home Entertainment, 1997): Letterbox "Limited Edition Collector's Set" release of full trilogy with documentary, 35mm film clip, pewter keepsake, 3 posters prints, and *The Art of Star Wars Special Edition*. Limited to 40,000.
  Laserdisc Release #1 (20th Century Fox Home Entertainment, 1997): Letterbox release of ESB:SE, including documentary materials, released only in trilogy set.
  VHS Release #4 (20th Century Fox Home Entertainment, 2000): Pan and Scan re-release of ESB:SE, released only in trilogy set.
  VHS Release #5 (20th Century Fox Home Entertainment, 2000): Letterbox re-release of ESB:SE, released only in trilogy set.
  VCD Release #1 (20th Century Fox Home Entertainment/VideoVan Singapore, 2000): Pan and Scan "Original VCD Premiere" release of ESB:SE, released only in trilogy set. Malaysian release imported to U.S.

- ***Star Wars: Episode VI*—"Return of the Jedi" (Original Edition)**
  VHS Release #1 (CBS/FOX Home Video, 1986): First Pan and Scan release with trilogy commercial.

Laserdisc Release #1 (CBS/FOX Home Video, 1986): Pan and Scan, time-compressed, 1 extended-play CLV disc.
CED Release #1 (CBS/FOX Home Video, 1986): Very rare, 2-CED set.
VHS Release #2 (CBS/FOX Home Video, 1987): Featured "1977 - 1987" commercial.
Laserdisc Release #2 (CBS/FOX Home Video, 1989): First letterboxed release. Released only in trilogy set, taking up 3 sides of 2 extended-play CLV discs. Letterbox area shifted upwards.
VHS Release #3 (CBS/FOX Home Video, 1990): New packaging, available in trilogy set. Commercial at start of tape.
VHS Release #4 (CBS/FOX Home Video, 1992): Letterbox, shipped in collector's set with full trilogy, *From Star Wars to Jedi: The Making of a Saga*, and abbreviated *The Creative Impulse* book, in a collector's case featuring hologram of ANH art and certificate of authenticity
Laserdisc Release #3 (CBS/FOX Home Video, 1993): Included in *The Definitive Collection* trilogy set, featured original trailers, film-to-storyboard comparisons, interviews, stills, and abbreviated *The Creative Impulse.* Part of a 9 standard-play CAV disc set. Technically, this was the first *Star Wars* THX release of any kind.
VHS Release #4 (Fox Video, 1995): THX remastered Pan and Scan version, also available in trilogy set.
VHS Release #5 (Fox Video, 1995): THX remastered Letterbox version, also available in trilogy set.
Laserdisc Release #5 (20th Century Fox Home Entertainment, 1995): Same as Laserdisc Release #4 without supplemental materials, on 2 extended-play CLV discs.

- ***Star Wars: Episode VI*—"Return of the Jedi" (Special Edition)**
  VHS Release #1 (20th Century Fox Home Entertainment, 1997): Pan and Scan release of ROTJ:SE
  VHS Release #2 (20th Century Fox Home Entertainment, 1997): Letterbox release of ROTJ:SE
  VHS Release #3 (20th Century Fox Home Entertainment, 1997): Letterbox "Limited Edition Collector's Set" release of full trilogy with documentary, 35mm film clip, pewter keepsake, 3 posters prints, and *The Art of Star Wars Special Edition*. Limited to 40,000.
  Laserdisc Release #1 (20th Century Fox Home Entertainment, 1997): Letterbox release of ROTJ:SE, including documentary materials, released only in trilogy set
  VHS Release #4 (20th Century Fox Home Entertainment, 2000): Pan and Scan re-release of ROTJ:SE, released only in trilogy set
  VHS Release #5 (20th Century Fox Home Entertainment, 2000): Letterbox re-release of ROTJ:SE, released only in trilogy set
  VCD Release #1 (20th Century Fox Home Entertainment/VideoVan Singapore, 2000): Pan and Scan "Original VCD Premiere" release of ROTJ:SE, released only in trilogy set. Malaysian release imported to U.S.

SECTION XI

END NOTES

11.1
ABOUT THE AUTHOR

Nathan Butler
The author of the *Star Wars Timeline* is Nathan P. Butler of Evansville, IN, USA. Born October 17, 1979 (Yes, he's 21 years old). He is currently a Secondary Social Studies Education Major, focussing on United States History, Economics, and Political Science, at the University of Evansville, a private college in southern Indiana. Among his other jobs, he works as part of Clear Concrete Productions on such films as *Star Wars: Episode III.V*—"Prelude to Hope" and various as yet unproduced feature scripts. He wasn't even born when *A New Hope* was released for the first time. His mother took him to see *The Empire Strikes Back* when he was just a baby. He talked his mother into taking him to see *Return of the Jedi* four times when he was 3. In the years since ROTJ came out, he came to be even more enthralled with the *Star Wars* trilogy, and science fiction in general. He was a junior at F.J. Reitz High School when the *Special Editions* were released. He had just finished his freshman year at the University of Evansville when *The Phantom Menace* was released. In essence, he has

grown up with the *Star Wars* saga, as much as with anything else. In his constant need to be doing *something* and his anal retentiveness, he began the *Star Wars Timeline* and it has taken on a life of its own.

11.2
THANKS SECTION

Special thanks go to:

- George Lucas
- Bill Slavicsek
- Michael and Denise Okuda
- Lou “T’Bone” Tambone
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- Andrew Kennedy
- Ghengis12
- Cal Sun
- Tom S.
- Christopher Del Gesso
- Chewie5886
- Brian Phillips
- Kendall Smith
- Jay Mustered
- Len
- Chris Mulready
- Andy Stanford
- Douglas J. Hunley
- Shawn Sagady
- Pat Picher
- Boyce Upholt
- Misti
- Chaz LiBretto
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- Derek E.
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- All those who participated in the “Banner Exchange” PR campaign
- All of the fan fiction hosts that make it easy to find fan works

- All of the fans of the SWT who have helped its readership grow by word-of-mouth
- All the former members of the Jedi Council, who were some of the first to receive the SWT
- All of the former members of AOL's now-defunct *Discuss the Prequels!* message board
- All of the FanFic authors who have submitted their materials or information about their stories
- Those "silent partners" of mine from the old days
- All of the friends (old and new) who helped me sift through the event references long before the SWT was even a dream. Without you, this would have been bordering on the impossible. Thanks all around.

11.3
ACCLAIM FOR THE SWT FROM FAMILIAR FACES

- "If you don't know who Nathan is, he's . . . absolutely brilliant in his knowledge of the *Star Wars* continuity timeline."
  --Clay Kronke, *The New World: Final Training*, *Knightquest*, *Tales from the Holocron*
- "This is unbelievable. By far the best timeline I have seen . . . Wonderful detail."
  --James Cox, *The Star Wars Fan Film Database*
- "I am aware of several timeline projects, the SWT being one of the best I'm told."
  --Kevin Blades, *Star Wars: Legacy*
- "Wonderful timeline . . . by far, the best I've seen. You do a great job!"
  --Jill Marie Fritsche, The Rec.Arts.Sf.StarWars.Misc Novel Reading Group
- "Nathan, that timeline is amazing!"
  --"Chiizu," *The Backyard Menace*
- "I have yet to see a more comprehensive and informative timeline ANYWHERE. It's simply enormous and larger than most novels. It's more like a textbook. If Lucasfilm is as smart as we all hope they are, they should really hire this guy to pen a huge timeline book for them. Nathan really knows his stuff. "
  --Lou "T'Bone" Tambone, *T'Bone's Star Wars Universe*

11.4
ALSO AVAILABLE

11.4.1—*Star Wars Timeline* Items

- ***The Star Wars Timeline Gold* Spell-Checker Files**
  http://www.starwarz.com/timeline
  On the SWT homepage, you can download two spell-checker files for MS Word which will expand your dictionaries to include an expanded *Star Wars* and SWT vocabulary.

- ***The Star Wars Timeline Gold* Interview Files**
  http://www.starwarz.com/timeline
  On the SWT homepage, you can download Quicktime audio clips featuring answers to various questions I've been asked. So far, this covers the reasoning behind "births first" and my own view of individuals in history and a second one on how to visualize the Levels of Officiality to make understanding them easier.

11.4.2—*Star Wars* Fan Film Items

- ***Star Wars: Episode III.V*—"Prelude to Hope" Materials**
  http://www.theforce.net/theater/comingsoon/preludetohope/
  Prelude to Hope, the first fan film from Clear Concrete Productions, is nearly complete. Until it's release, check the bottom address listed to find the two PTH trailers and links to production photos, preview materials, and more.

- ***That Prequel Movie***
  http://www.theforce.net/theater/shortfilms/prequel/
  You can find this TPM parody fan film at TheForce.Net Fan Films. I provided the voices for Obi-Wan Kenobi and Yoda for the film.

11.4.3— *Babylon 5/Crusade Spoiler Junkies Page* Items

- **Joe's Comics Materials**
  http://www.visi.com/~wildfoto/spoilers.html
  I am currently the official reviewer of Joe's Comics comic book series for Becky Murphy's *Babylon 5/Crusade Spoiler Junkies Page*. At present, I have issue reviews available for *Rising Stars*, *Midnight Nation*, and *The Amazing Spider-Man*, along with a *Rising Stars Timeline*.

11.5
COMING SOON

11.5.1—*Star Wars Timeline* Items

- ***The Star Wars Timeline Gold* Release 10**
  http://www.starwarz.com/timeline
  The SWT-G10 should hit the internet in October.

- ***The Star Wars Timeline Gold Trailer***
  http://www.starwarz.com/timeline
  A new trailer for the SWT will soon be available, compliments of Kurt Luther.

11.5.2—*Star Wars* Fan Film Items

- ***Star Wars: Episode III.V*—"Prelude to Hope"**
  http://www.theforce.net/theater/comingsoon/preludetohope/
  I am proud to announce that *Prelude to Hope*, a fan film from Clear Concrete Productions, is nearly complete. The film was directed by Devon Read, produced by Devon Read and Ryan Jordan, written by yours truly, and stars Devon Read, Kris Newsom, and Chandler Morris, with co-stars Brandon Hillock and I, among others. Along with the film itself, we will make available Trailers A and B for the film (already released), a prequel comic (*From the Ashes*, written by me and drawn by Craig Moore), a sequel short story (*Forgotten Knights*, written by me based on a comic mini-series script created by me and Craig Moore), a 70-card SWCCG Expansion Set, RPG profiles for five characters, production photos, an *Annotated Screenplay* website, and more. Several technical setbacks have kicked our timeframe back a bit, yet again, but the film will still see the light of day sometime this year.

- ***Star Wars: Doubts Cast* and *Dreamscape***
  http://go.to/doubtscast
  I have recently done some scripting work for Pete Dixon, a fellow poster on TheForce.Net's Fan Films message board, to create original scripts for a possible *Star Wars* anthology series based more on characterization and hard questions than high-level action. I have turned in two scripts thus far for the series, *Doubts Cast* and *Dreamscape*. Preproduction on *Doubts Cast* has begun under Pete Dixon and Nick Long.

- ***Star Wars: Shadows in Darkness***
  [no website available]
  This fan film was the product of storyline discussions between Cam Siemer and I, which led to us writing a script that he was to produce. When he could not, the project went to a new team. When that team fell through, we turned to Steve Dispensa. Word is still out on whether he will be able to create the film, but hopes are high.

- ***Star Wars: Sith Club***
  http://www.clearconcrete.com
  Star Wars meets *Fight Club*. This parody was previously listed for a couple of months here as an untitled parody to keep the idea under wraps, but since recent message board discussions have brought the project into the open, I am once again listing it, this time by name, finally. The script for this film has been done since December 2000, but the film awaits Devon Read having free time before it is made. But, according to Devon, it *will* be made.

- ***Star Wars: The Adventures of Han Solo***

[no website available]
I've provided the voices of Edwin B. Hawk, the main antagonist in Amy Green's action figure fan film, *The Adventures of Han Solo*. (You'll also be seeing my vintage Greedo and Chewbacca figures in the film as well.)

11.5.3—*Star Wars* Fan Audio Drama Items

- ***Star Wars: Second Strike***
  http://www.starwarz.com/timeline/2s/
  Originally intended as Clear Concrete Productions' second fan film, this project remained in limbo for months, with very little hope of ever being made. Finally, the project is going forward again, this time as an audio drama under the banner of Rayzur's Edge Audio.

11.5.4—*Babylon 5/Crusade Spoiler Junkies Page* Items

- **More Joe's Comics Materials**
  http://www.visi.com/~wildfoto/spoilers.html
  As J. Michael Straczynski's comic-writing continues, I will continue to update the *Rising Stars* reviews, *Midnight Nation* reviews, *The Amazing Spider-Man* reviews, and *Rising Stars Timeline* over at the *Spoiler Junkies Page*.

11.6
CLOSING MESSAGE

Thank you all for your interest in the *Star Wars Timeline Gold*. We're in the midst of exciting times for *Star Wars* fans. As R.A. Salvatore once told me of *Vector Prime* . . .

"The future of *Star Wars* begins here."

--Nathan P. Butler